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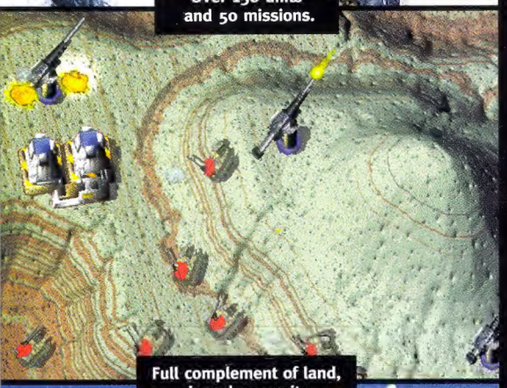

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RP
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Designed for Microsoft Windows 95

Blast the opposition into smoking fragments, leaving the world scattered with burnt out wreckage.

Take out a radar tower to cripple the enemy's intelligence.

Control the high ground.

True 3D terrain.

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YOU'VE LOOKED

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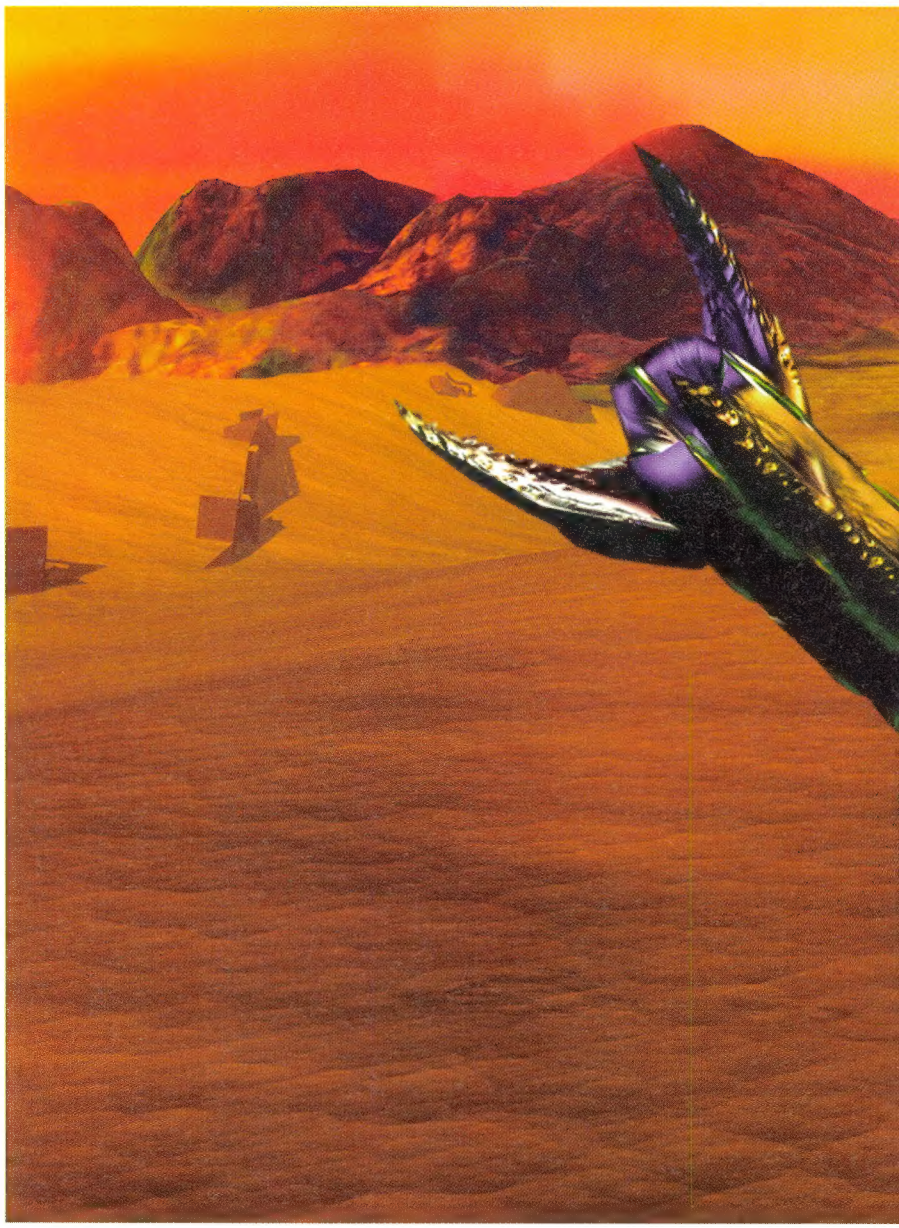


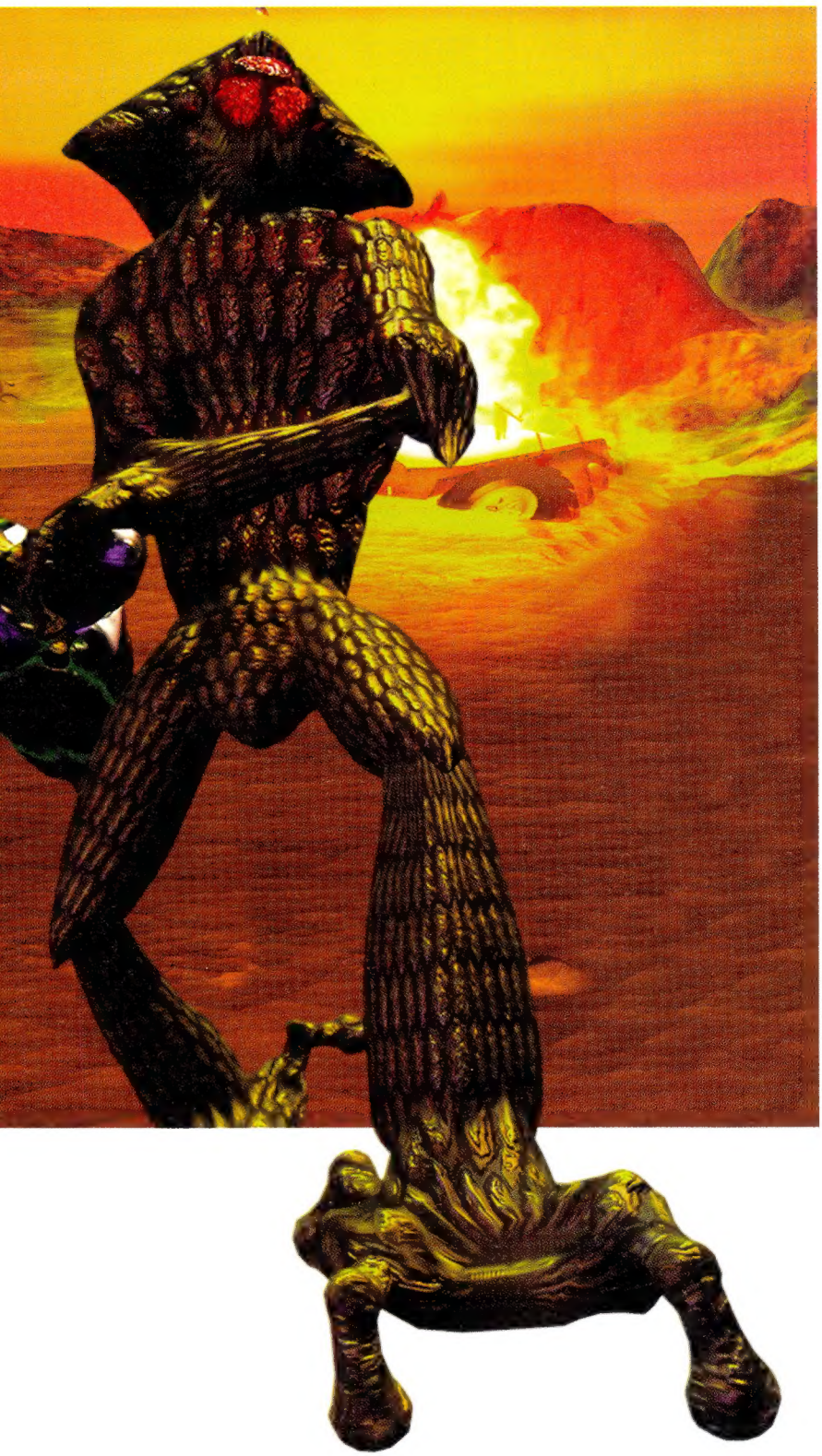
"AMAZING GRAPHIC EFFECTS"
COMPUTER PLAYER

"GLORIOUSLY DETAILED REAL-TIME ACTION"
PC GAMER

CONQUEST EARTH

WHERE STRATEGY TAKES ON A NEW FORM

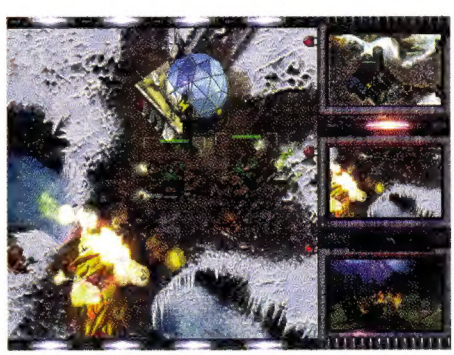
BETTER.



You can play either side in this intergalactic strategy game. Instantly morph into a weapon or battle tank—even a human being.

When playing the alien side, you'll experience a unique interface with different rules and capabilities. You'll employ never-before-seen tactics and strategies to foil your human counterparts.

Vary your strategy to keep your opponents guessing. Keep track by monitoring them through your interface portals. With over 65,000 colors, the action will come to life like never before.



Playing the human side, you'll need to manage your resources wisely. Thwart the aliens' attempt to mine oxygen from the atmosphere. Only one race will remain standing after this war. Make sure its yours.

WWW.CONQUESTEARTH.COM

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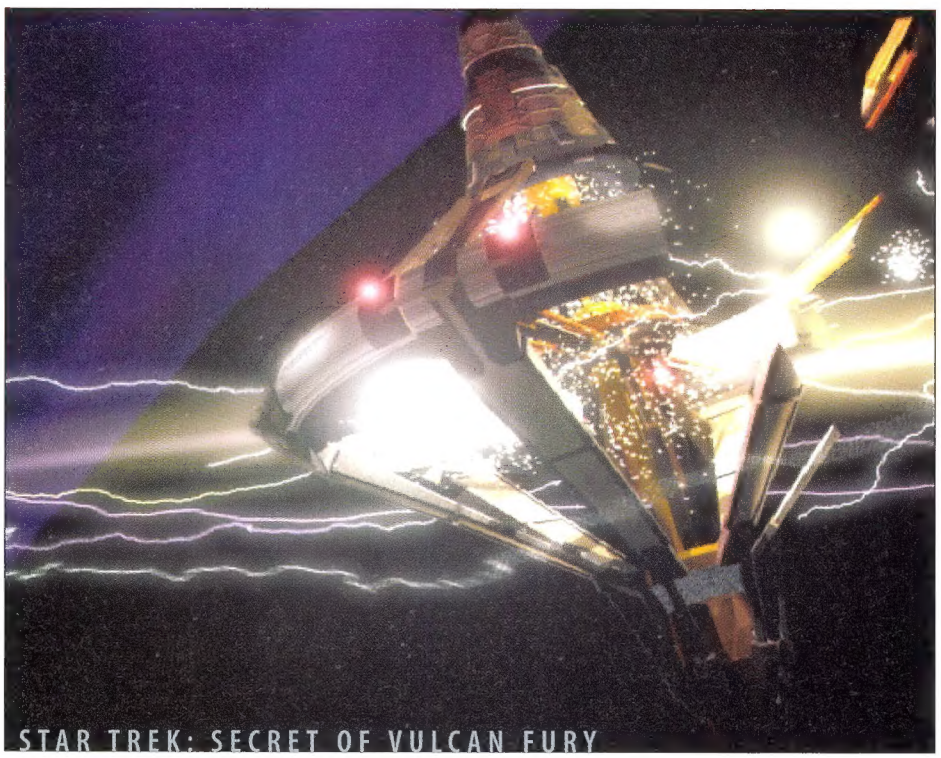

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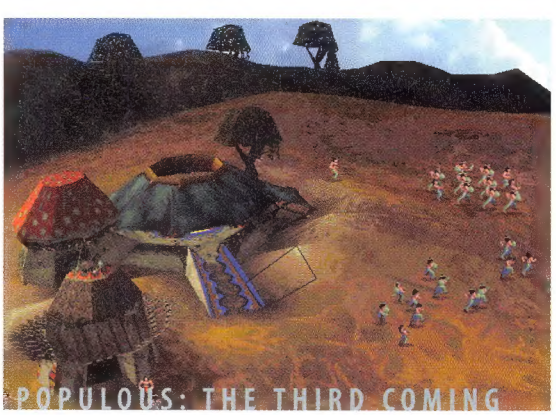

POPULOUS: THE THIRD COMING

COMPUTER GAMES STRATEGY PLUS

review ratings

Classic	★★★★★
Excellent	★★★★☆
Good	★★★☆☆
Fair	★★☆☆☆
Why?	★☆☆☆☆

All ratings are assigned by the author of the article.
The "Stamp of Approval" is awarded by the editors of the magazine.

Operation Market Garden Casualties:

16,822 troops, 97 tanks, 118 planes

Oh yeah, like you could do any better.

Sir Bernard Law Montgomery, Commander-in-Chief
Operation Market Garden

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CLOSE COMBAT
A BRIDGE TOO FAR

KIDS TO ADULTS
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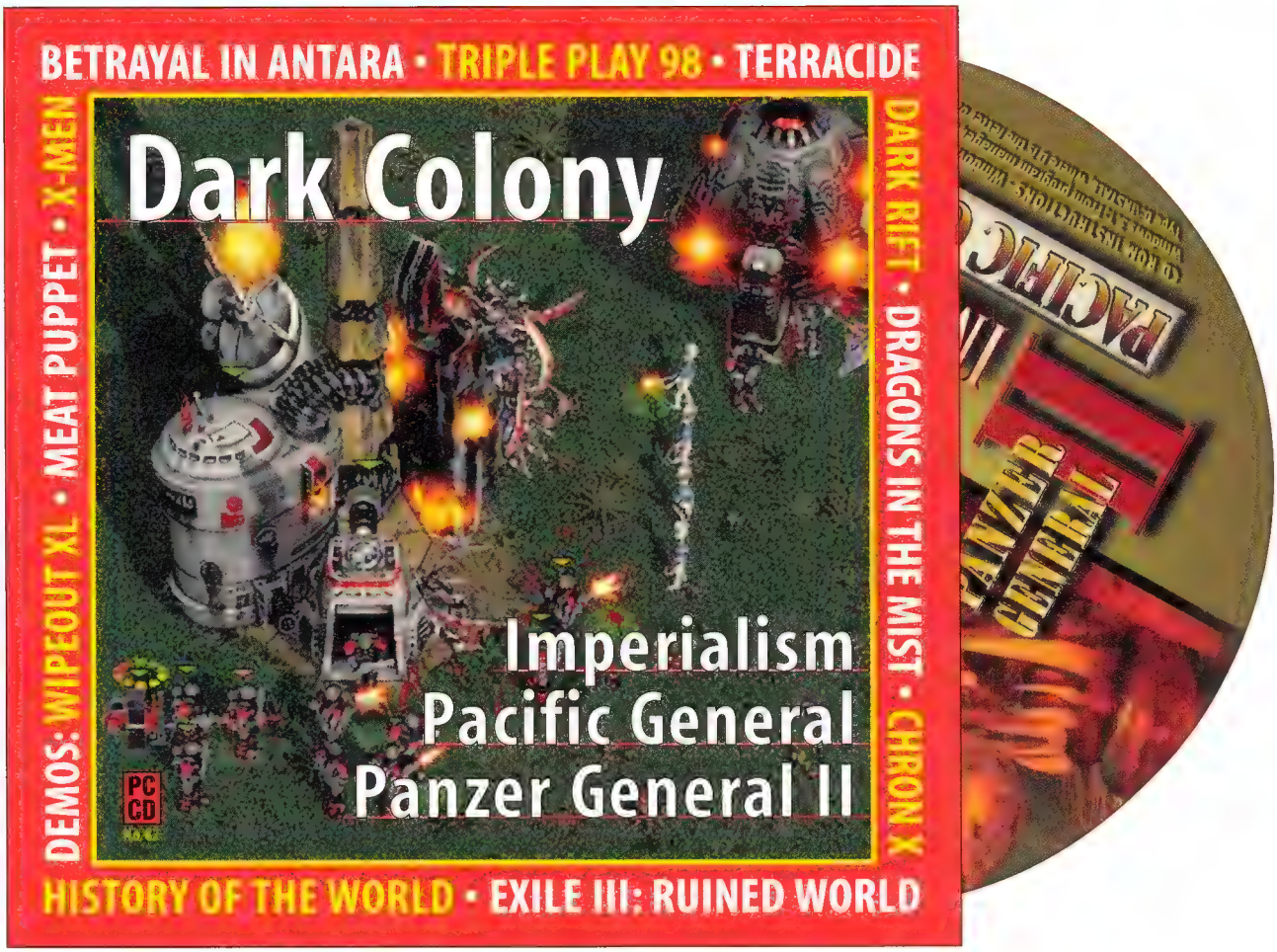
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DARK RIFT • DRAGONS IN THE MIST • CHRON X
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Imperialism
Pacific General
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HISTORY OF THE WORLD • EXILE III: RUINED WORLD

DEMOS

Dark Colony
Panzer General II
Pacific General
Imperialism
Betrayal in Antara
Triple Play 98
Terracide
History of the World
Exile III: Ruined World
X-Men : Children of the Atom
Wipeout XL
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INSTRUCTIONS

Windows 95

Place the CD disc in your CD-ROM drive. The disc will autoplay. If it fails to do so, right click on your CD-ROM icon (located in "My Computer") and select OPEN. Double-click the "Install" icon.

Windows 3.1

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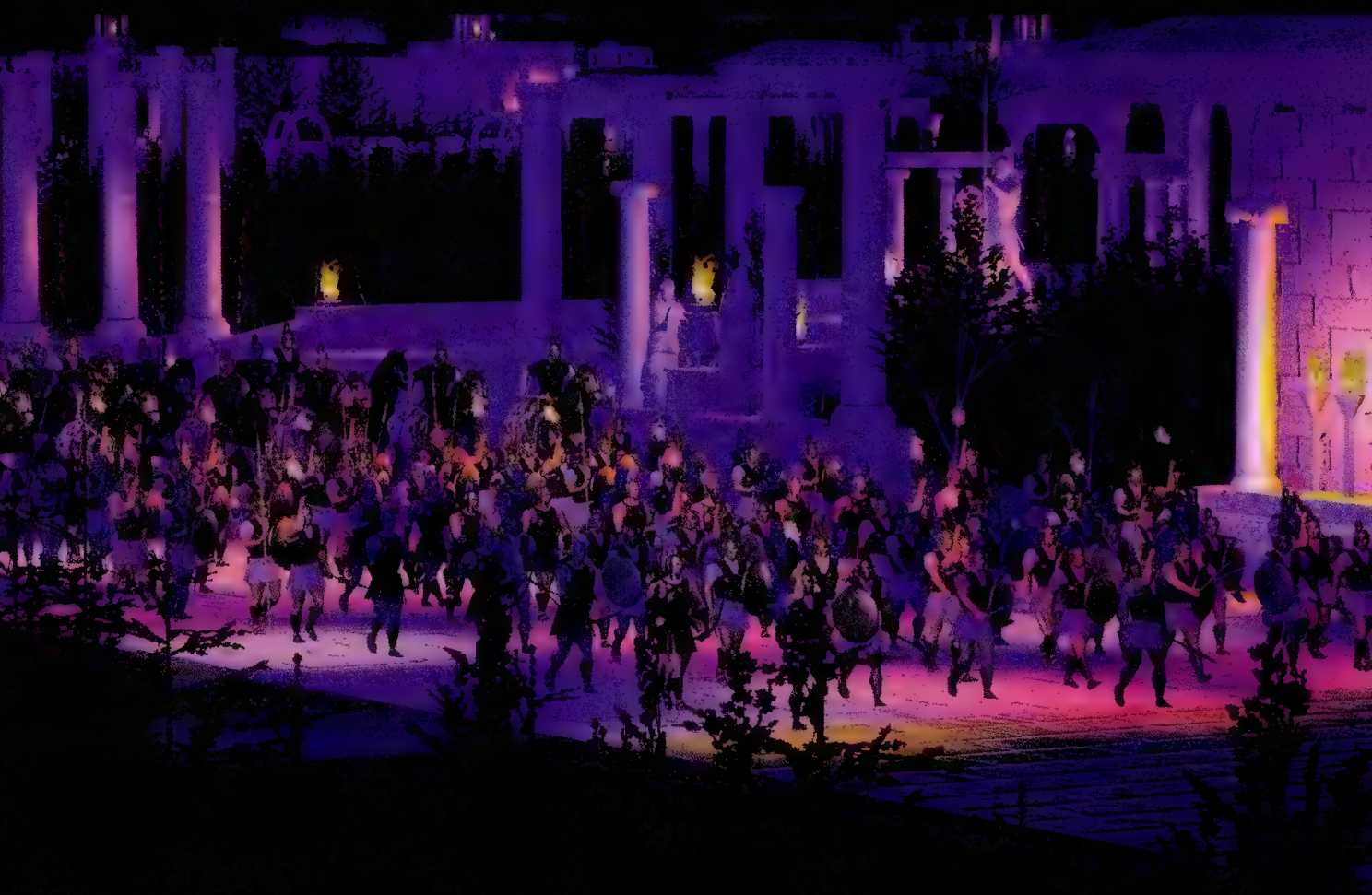

AGE of EMPIRES

Choose your favorite form of world domination. Coming this fall.

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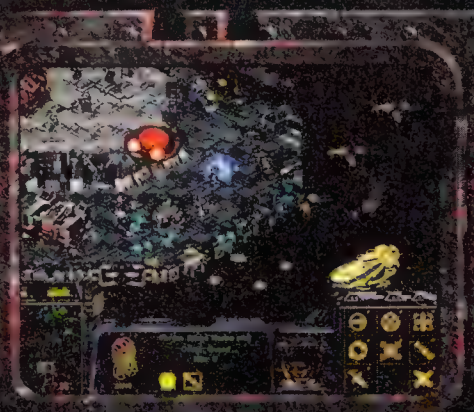
3 of the most powerful forces in the

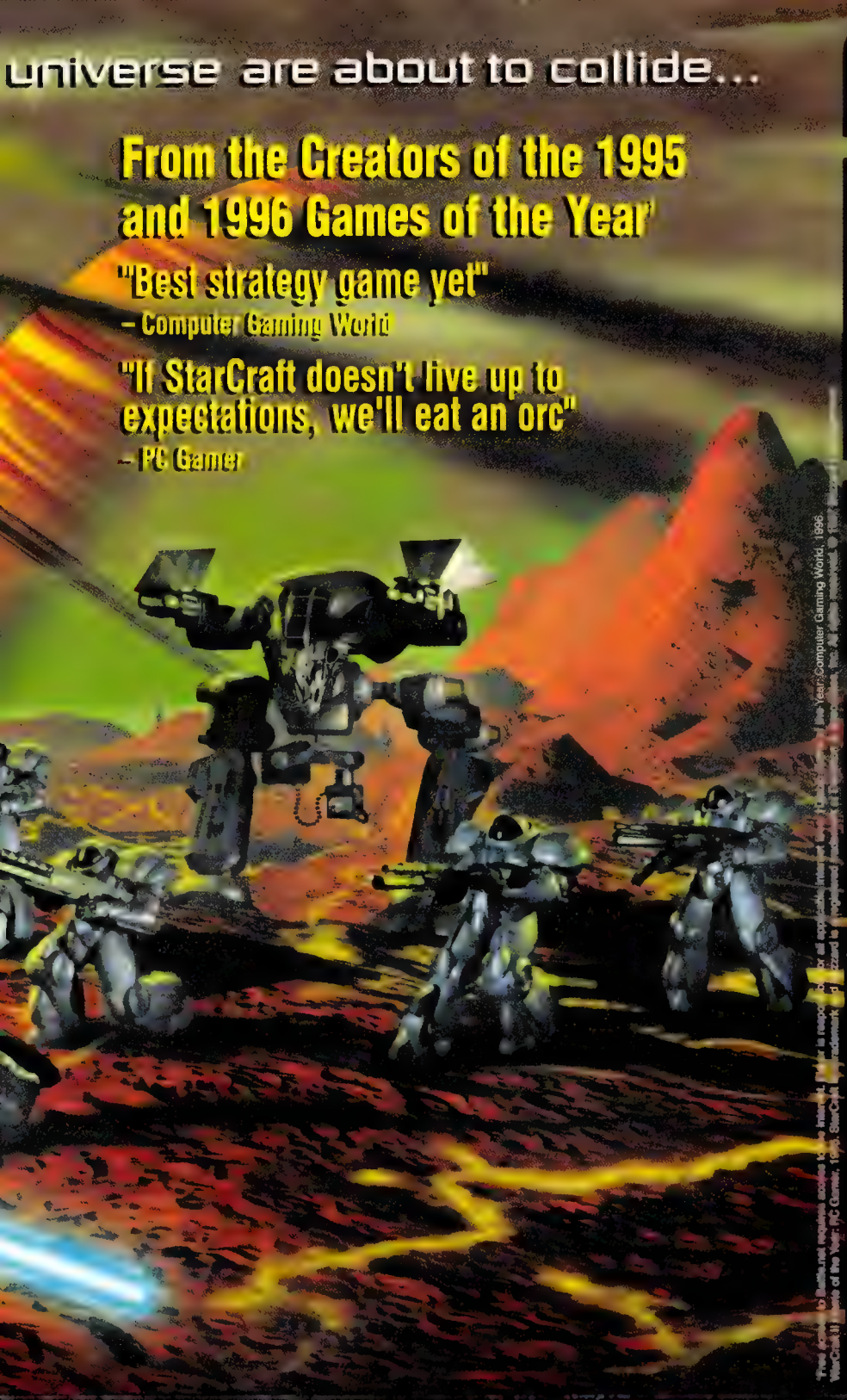


universe are about to collide...

From the Creators of the 1995 and 1996 Games of the Year

"Best strategy game yet"
– Computer Gaming World

"If StarCraft doesn't live up to expectations, we'll eat an orc"
– PC Gamer



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An open (form) letter

Dear [COMPANY PRESIDENT],

Thank you for taking the time out of your busy schedule to read this letter. I'm writing you to express my concerns on the status of the industry of which I am both a part and a fan.

I just got back from the Electronic Entertainment Expo (E3) in Atlanta [coverage on page 18] and was a little disturbed at what I saw. Your booth was exemplary, the music was incredibly loud, the models you hired to demo products incredibly attractive. What disturbed me were the actual games being shown.

A lot of them looked pretty good (based on the five minutes we got to see them before you herded us off to one of your other products), but do you realize that your real-time strategy game is one of more than 50 that are scheduled for release in the end of 1997? Why does your RPG look exactly like *Diablo*? And let's not forget your 3D action/adventure game, which is a spitting image of *Tomb Raider*.

We did notice that 3D continues to be the rage, and it's migrated to every genre. Before you jump on the bandwagon (even if you already have), ask yourself whether or not it actually brings something to the game beyond ad copy, or how it enhances the gameplay experience. If you say, "It makes it more immersive," figure out if it's the 3D graphics or an engrossing gameplay experience or storyline. Just how were those primitive text, CGA, and VGA games so immersive when they lacked 3D graphics… perhaps if was something that transcended mere visuals?

All of your press materials stress that the games in your upcoming lineup are "action-game hybrids," and you justify this switch by saying sales of action products are increasing while interest in other game types is decreasing. Doesn't it seem shortsighted to say that gamers have lost interest in, say, turn-based strategy games or 2D adventure games? It appears it's more likely that a dearth of quality in each genre caused the sales to decline. How many *Myst* and *Civilization* clones were we forced to sift through in the last few years in order to find the one or two quality games?

You want to sell games, and action is the place to be nowadays. There's nothing wrong with that, but in the strategy genre, assuming you ignore both *Command & Conquer* games and *Warcraft II*, how many real-time strategy games sold more than the turn-based trio of *Civilization II*, *Master of Orion II* and *Heroes of Might and Magic II*? Will adding 3D graphics and arcade action turn a poorly scripted adventure game with bad puzzles into a *Tomb Raider*-like smash? If it's true that gamers want more of the same thing, why didn't the three or four 3D shooters you released in 1995 and 1996 sell as well as *Quake* and *Duke Nukem 3D*?

Just because those games were successful doesn't mean that you need to make all of your games exactly like them. Learn from them, look at what gamers liked about them, but don't try to replicate them. The fatal flaw of copycat designs is the assumption that consumers will be just as interested in the 30th game of that type as they were the first. A lot of these games, perhaps even yours, will be competent – excellent even – but the public, after being burned a few times, may at best get sick of the genre. At worst, they'll abandon gaming and move on to something else.

The television, film and music industries have always followed the theory that people have an insatiable appetite for the same thing over and over again. In the music industry, how many Nirvana wannabes were signed after *Nevermind* hit number one in 1991? Thanks to the success of *Twister*, how many disaster films are we going to have to sit through? Can the world continue to exist without another *Friends* clone on TV? It's a short-term recipe for success that can have long-term consequences.

Perhaps all of this derivative drek in "traditional" entertainment is the reason the Internet has taken off so quickly. People are starved for new and interesting experiences, and when they get bored they flip the channel. When they've run out of channels, they'll turn off the TV, and trying to get them to turn it back on can be extremely difficult.

In all art forms, execution is always more important than originality, so to those who wish to work in established genres, find a new angle – something no one has seen before. But always keep this thought in mind: without innovation and variety, the industry will collapse under the weight of its own mediocrity, and people may end up turning off and tuning out. If that happens, we all lose the game.

Yours,
Steve Bauman,
Editor

COMPUTER GAMES STRATEGY PLUS

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We use HyperSnap DX exclusively to capture screens from Windows 95 games (it works with DirectX). It's available from Hyperionics, www.hyperionics.com.

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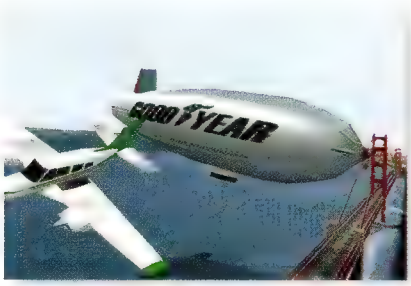
The best just got better. Introducing Flight Unlimited II from Looking Glass. The most realistic flight experience ever in a PC simulation.



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LOOKING GLASS TECHNOLOGIES

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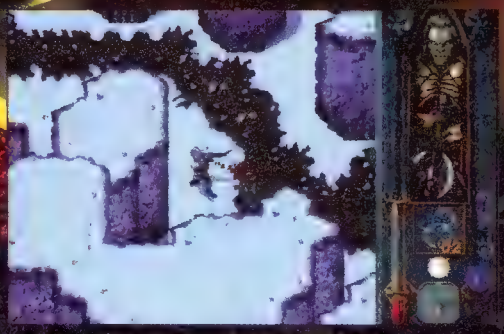
Revel

Gory Combat Action: Brimming with 170 horrifying enemies and 21 demented spells — each with a unique bloody graphic.



Epic Production: A staggering 100,000-plus screens and 120 hours of blood-spraying adventure enhanced with 25 grisly minutes of full-motion, 3-D animation.

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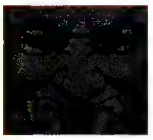
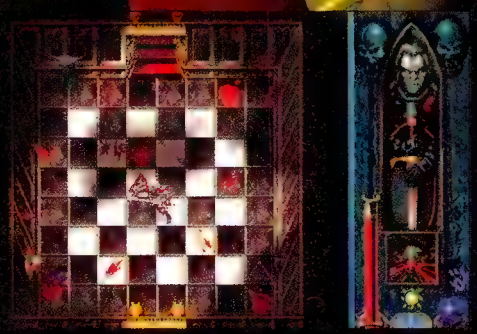
ACTIVISION.

You can almost taste it.



You were once an innocent man. But having been brutally slain and banished to Hell has put a bad taste in your mouth... You are Kain — damned to the savage existence of a vampire for all eternity. Revenge consumes you as you journey through the depraved lands of Nosgoth in search of your murderers. Quench your desire for vengeance with the blood of innocents in real-time. Morph into Wolf, Bat, Vampire or Mist to slaughter those who stand between you and those who wronged you.

Revenge...nothing is sweeter than the blood of your enemies.



Vampire Bloodfest: Drink the blood of your victims, then morph into one of four sinister forms to escape — vampire, wolf, bat or mist.

Explore the carnage at www.activision.com or www.crystald.com

CRYSTAL DYNAMICS

BLOOD OMEN LEGACY OF KAIN™

Epic RPG for the PC. Coming this Fall.

A little bit of southern hospitality

THE VIDEOGAME INDUSTRY HOLDS ITS ANNUAL COMING-OUT PARTY

ATLANTA – The entire videogame industry descended on hot and humid Atlanta on June 19-21 for the third-annual Electronic Entertainment Expo (E3). Playing a game of one-upmanship, industry behemoths rolled out the most unsubtle booths to show off their wares ("mine's bigger than yours"). From the giant catapults touting *Age of Empires* at Microsoft's booth, to the talking Mario at Nintendo's gargantuan booth it was, as always, a slightly surreal experience for visitors.

And there were a lot of them. At last count, there were over 37,000 industry professionals in attendance (the show is closed to the public), representing 486 companies, who were in turn showcasing over 1,500 new titles. With forecasts calling for the industry, as a whole, to grow to $5.3 billion dollars this year, it was clear that most of that money will be made, once again, during the final two months of the year. One day the industry will wake up and realize that gamers will buy games throughout the year.

There were over 37,000 industry people in attendance, representing 486 companies, who were in turn showcasing over 1,500 new titles

Online continues to generate the biggest industry buzz, with reports saying there are more than three million people playing online games. These same reports fail to break down these numbers into something meaningful, like how many of those people are playing checkers and poker rather than *Quake*. The flood of online-only games continues, and while many of them are primitive by today's standards, they're likely to evolve. Their potential cannot be overstated or ignored.

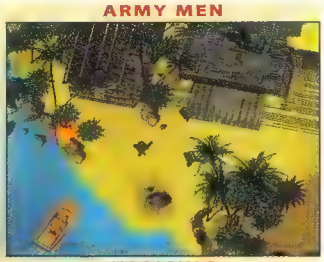
Other trends at the show included an almost universal adoption of the 3D cards for 3D games, and industry-wide support for the 3Dfx chipset as the standard in 3D acceleration. The competing cards all have their strengths, but the 3Dfx has the speed and feature-set that developers are interested in. Real-time strategy continues to be the hottest genre of the year, with *Diablo*-style RPGs also picking up steam. There are fewer and better 3D action games, many based on the *Quake* or *Unreal* engines.

Once again, we'll be here in the coming months helping you sort through the deluge of titles. If you consider this list of games, you'll agree that it's going to be an interesting year.

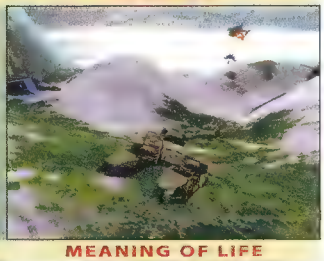
On with the show. *–E3 coverage by Steve Bauman, Jason D'Aprile (online), Tom Chick, Robert Mayer (online), Jim Pedicord, Scott Udell and Cindy Yans*

SIMCITY 3000

ARMY MEN



UPRISING



MEANING OF LIFE

3DO

Army Men

The concept to die for. Take your plastic men into battle against other plastic men and watch the plastic fly. You control either the green or tan army, and control six command vehicles. You'll also be able to deploy six different units. It will also be one of the games offered on the *3DO Online Gaming Network*. *–Windows 95*

Requiem: Wrath of the Fallen

Developer Cyclone Studios is positioning their upcoming 3D action game as more of a *Castle Wolfenstein* than *Wolfenstein 3D*. They're doing this by forcing the player to use their brains, rather than brawn, to complete complex mission goals. *–Windows 95*

Third Domain

Set in the same game universe as *Uprising*, this real-time strategy game features 3D terrain and polygonal units. Additions include "organizer" units that act like on-field managers that automatically handle tasks like setting up command centers or mining facilities. Units can also gain experience over time, and the 3D terrain adds terrain masking and true line-of-sight to the standard mix. *–Windows 95*

Uprising

Bringing some of the resource-management aspects of the *Command & Conquer*-style strategy game to the 3D shooter arena, you command a hi-tech tank in 3D space, all the while maintaining each of your bases (called "Citadels" in the game's fiction). You use these bases to deploy units, call in resources, upgrade technologies, and manage your money. *–Windows 95*

7TH LEVEL

Dominion

You may already have this one on your shelf… (sure that's what we said last year), but as far as we can tell it's still looming. Here we have a real-time strategy game whose competitors have alarmingly leapt into its time frame. Expand your empire in Phygos, key to the galactic core. Enjoy 40+missions on numerous planets, four infantry, ten vehicle and 16 structure types; multiple terrains and blood and gore for single, modem head-to-head and up to eight player network battles. *–Windows*

The Gatherer

You are The Gatherer. Instead of nuts and berries and daffodils in your little wicker basket, you will gather demons – 10 of them, who have scattered themselves across the Earth during centuries of warfare. Explore five worlds of conflict from Ancient Egypt and Normandy to the jungles of Vietnam. We are promised high performance in full screen 640X480 with 65K colors in an MMX/ 3-D accelerator/next-gen Pentium II compatible environment. Full-supported multiplayer gaming allows you to jump from server to server in the heat of battle. But beware, you may end up in another time and place. *–Windows 95*

Monty Python's Meaning of Life

Remember *Monty Python's Complete Waste of Time*? No? Well, it was billed as more of a "thingy" than a game. Here we have a bit more of the same, billed as a "Python Strategy-Adventure Thingy of Purely Profound Proportions." Built from actual locations in the film, the title offers 360-degree free-form navigation, new audio recorded by all the (living) Python members, "Lost Scenes" from the original production, and games and puzzles such as *You Don't Know John*, *Live Organ Transplants* and *Feed Mr. Creosote*. Produced by Terry Gilliam who *still* wonders how he gets himself into these things. *–Windows 95, MacOS*

Return to Krondor

This true sequel to Raymond Feist's *Betrayal at Krondor* enjoyed a change of venue and surfaces at 7th level this fall. The game will follow in the footsteps of its predecessor, with an episodic structure in 10 chapters, 100 characters, 60 spells and hundreds of inventory items. Tactical 3-D combat and third person perspective are showcased amid fully pre-rendered backgrounds with shifting camera angles. More than 100 individually designed combat scenes will be turn based and each will involve unique tactical puzzles. Join Squire James, the sorceress Jazhara, Bill ConDoin, son of Pug and Kendaric the Reluctant as they roam from temples to sewers to destroy the garden variety ancient evil. *–Windows 95*

ABC INTERACTIVE

Heroes of the Gridiron

Taking a different approach than other college football games, *Heroes of the Gridiron* takes 32 of the top NCAA teams with rosters made up from some of their most successful players in the school's history (watch out for USC). It'll feature over 700 players, authentic school stadiums, fight songs, mascots and Keith Jackson (announcing, of course). *–Windows 95*

Road to the Indianapolis 500

Choose from eight different IRL tracks, including Indy, four feeder tracks, and four car types in this racing game. It's tough to pull of one good car model, much less four, and the different cars race on different surfaces. But hey, you can listen to Paul Page, Jack Arute and Tom Sneva blather about the families of all of the drivers. *–Windows 95*

Monday Night Football '98

Are you ready for some football again? There were a few things that stood out in the first version of this series; unfortunately, it was a bad interface and poor performance on all but the most high-end machines. However, there was a seriously good play-calling engine buried in there, and hopefully this version will showcase it better. As in all of these games, Internet play should keep them entertaining for a long time, and roster updates will be available online. *–Windows 95*

ACCESS

Links LS 98

For the indoor golfer, the ever popular *Links* series may never be out of development. This time around we'll see unlimited screen resolutions that will utilize any monitor's maximum viewing capabilities; authentic ground, sand, and grass textures combined with dynamic shadows and fog; what engineers are calling the most realistic ball flight ever; modem and network play for up to eight players in a single game; four different custom golfer animation sets and multiple camera view windows. Fore! *–Windows 95*

Overseer

Tex Murphy is back, as we knew he would be, in this DVD-only release (CD-ROM to follow at an unspecified time). *Overseer* is somewhat of a prequel to *The*

Expo Highlights

Populous: The Third Coming p.24
Sid Meier's Gettysburg p.29
Longbow 2 p.33
Star Trek: Secret of Vulcan Fury p.44
M1 Tank Platoon II p.52
Wing Commander: Prophecy p.56
Half-Life p.65
Blade Runner p.72
SimCity 3000 p.76

A NEW KIND OF FLIGHT SIM IS EXPLODING ON THE SCENE.

Flying Nightmares 2 isn't just the next great flight sim.

It's a new kind of flight sim.

One where you'll need a lot more than quick reflexes to survive.

And with so much air and ground action, you may need help. Lots of help. So we designed the most extensive multi-player capabilities ever seen in a flight sim. Up to 16 players over a LAN or internet connection.

So don't get left in the blast. Reserve a copy of FN2 now.

- *Full strategy war game*
- *65,000 color, high-resolution graphics*
- *Supports up to 16 players*
- *Fly both Harriers and Cobras*

FLYING NIGHTMARES 2

WHERE STRATEGY TAKES FLIGHT

www.fn2.com

"FN2 will dazzle you ...
an intriguing mix of
simulation and strategy ...
with the potential to
redefine the two genres."

Computer Gaming World

EIDOS
INTERACTIVE

The reviews are going to his head.

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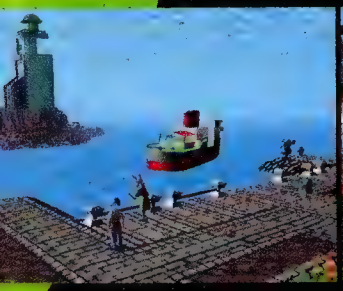
ACTIVISION

"Take elements of *Tomb Raider*, *Prince of Persia* and *Super Mario 64* ... and you're just beginning to scratch the surface of *Twinsen's Odyssey* ... A genre-busting 3-D extravaganza."

— Computer Gaming World

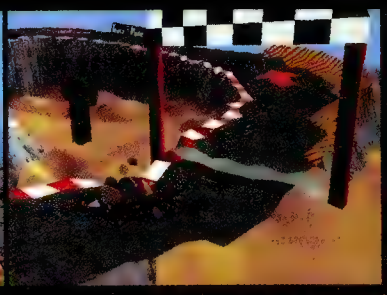
"... This one should be at the top of your list."

— PC Gamer



"...One of the most significant achievements in adventure gaming in a long time."

— PC Games

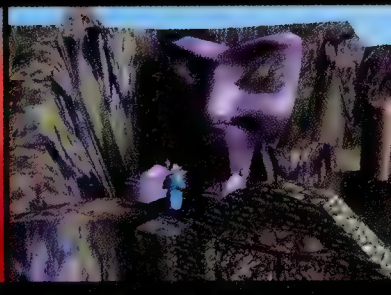


"Adventure gamers should get ready to set aside a large chunk of their summer."

— GameSpot

"Perhaps the most desperately anticipated sequel since Civilization 2."

— Next Generation



"Awesomely addictive 3D adventure... Some of the most amazing graphics and gameplay you've ever seen."

— Computer & Net Player

Now in orbit.

twinsen's odyssey™

The sequel to *Relentless (Little Big Adventure)* from the creator of *Alone In The Dark* and *Time Commando*.

BULLFROG

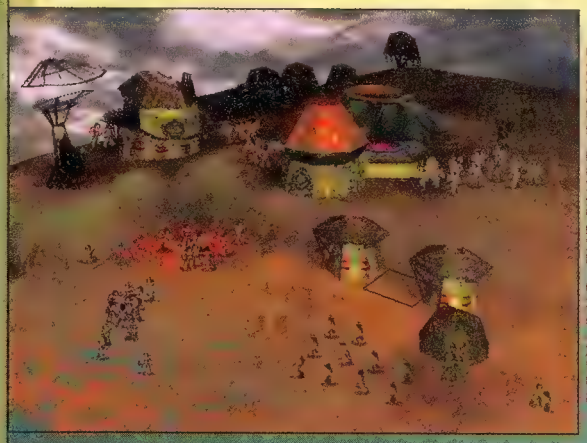
Populous: The Third Coming

Play god in the third sequel to the game that, eight years ago, put Bullfrog on the map and created the "god-game" genre. Command true believers while competing against other gods and their followers. You start with a shaman to help convert the natives, who you then use to dominate your opposition. You will find the usual assortment of immortal souls, reincarnation and godly retribution at your divine disposal, as well as the ability to build settlements and cast spells.

What would a Bullfrog game be without terrain that can be deformed, and your god-like powers allow you to create erupting volcanoes, raise and lower terrain, cast lightning spells on people, induce plagues, cause firestorms, and when you're really feeling frisky, send the Angel of Death at your opponents.

Perhaps the most interesting feature, in a purely superficial sense, is the game's new 3D engine. It gives you a unique view of the action, going as far as offering a curved horizon, and when scrolling it truly looks as if you're observing a very small planet from a great distance. The map is fully rotatable, and you can zoom from way out to ground level.

Your place in the heavens should be ready for you this Fall. *–DOS, Windows 95*



POPULOUS: THE THIRD COMING

Pandora Directive during which we see that the weathered PI has evolved in six years from a greenhorn optimist to a hard core cynic who can't make a commitment. *–Windows 95*

ACCLAIM

Constructor

Acclaim brings you the seedier side of SimCity with this tongue-in-English-cheek neighborhood sim. Be a slumlord! Hire thugs to torch the competition! Beat up the dirty hippies who protest your wood mill! Lots of little multimedia goodies and grotesque artwork give this title a unique flavor. *–Windows 95*

Forsaken

Yes, it's another homage to/rip-off of *Descent*, but this looks to be one of the better ones. Lots of detail, impressive lighting effects, and fluid gameplay were immediately apparent after just a few minutes with this one. There seems to be a great variety of textures and environments as well as several unique weapons. *–Windows 95*

Turok: Dinosaur Hunter

The Nintendo 64's answer to *Quake* is being ported to the PC. The spartan look hasn't been spruced up much and there's not much to do beyond shooting things and picking up keys. Even with 3D accelerator support, it's still choked with fog. But at least Nintendo 64 owners will have one less reason to gloat at PC owners. *–Windows 95*

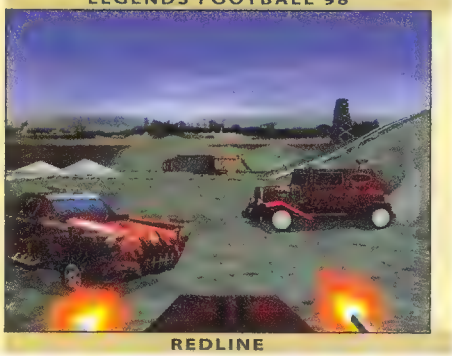
ACCOLADE

Deadlock 2

A sequel to last year's *Deadlock*, the story for this one starts up after the fight over Gallius IV: the victor of that conflict has discovered many alien shrines that give hints to the location of a homeworld of a race known only as the Ancients. Things aren't that easy, however, as gamers will have to fight across many planets before actually finding their way to the Ancients' home. 42 scenarios (with hidden maps), different campaign goals for different races, different winning conditions (including by alliance!), new combat units and buildings, and an improved interface. *–Windows 95*

LINKS LS 98

LEGENDS FOOTBALL 98



REDLINE

Hardball 6

Shipping about the time of the sixth anniversary of the series, *Hardball 6* adds the MLB license to the existing MLBPA one, meaning gamers get both players and teams/ballparks. The game also features a brand new 3D engine with unlimited camera angles, consecutive season play, statistical tracking and more. 30 modern stadiums (including the new Kaminsky and Pac Bell Park stadiums) and 10 classics for play, action or coach modes, and multiplayer options are just a few of the other features. *–Windows 95*

Jack Nicklaus 5

The continuation of the well-received series adds a variation on the newly popular mouse-based swing interface (while keeping the "tri-click" method as an option), many improvements to the Course Designer, uneven lies, and tweaks to the Custom View. The package also features five Jack Nicklaus "Signature Courses": Hualalai, Southshore, Nicklaus North, Mount Juliet, and an original cyber-course Nicklaus created with the Designer. *–Windows 95*

Legends Football '98

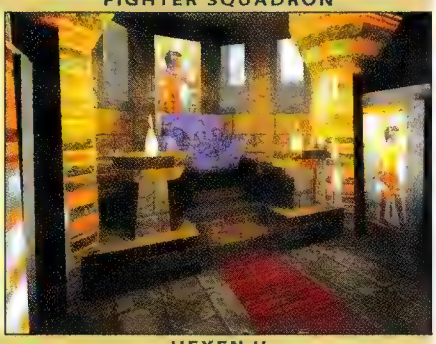
Sure, NFL and NFLPA licenses give you the 30 modern teams and some 1100 players, but how about mixing in all the teams from '32, '50, and '68 as well? That just what *Legends Football '98* does, complete with the rules, regs, and roster sizes for each era. In addition, you can create fantasy matchups and even play in ten historical areanas. Action or coach mode, consecutive seasons, statistical tracking, unlimited camera angles, and play construction and play book editors are just a few of the other features for fans of pigskin. *–Windows 95*

Redline

One for the deathmatch fans... While you can choose an alliance (gang) and wage solo war on rival gangs, most folks will probably want to go head-to-head with up to 15 other players via LAN or Internet. Play either in vehicles or on foot (some levels will require *both*), develop a character by winning battles (gain experience, attributes, and weapons), and

TEST DRIVE 4

FIGHTER SQUADRON


HEXEN II

blow lots of stuff up. Includes built in editor. –*Windows 95*

Test Drive 4

Going back to pavement after a near-disastrous trip down dirt roads in *Test Drive: Off Road*, *Test Drive 4* lets players test the best of the modern super cars (including '98 Viper, '97 Corvette, and '95 Cerbera) against the best muscle cars from the past (including '69 Camaro, '70 Cevelle, and '67 Cobra). Multiple 3D card support (or software emulation), six race locales, intelligent police car chases (if you lose one it might radio ahead) are all included. –*Windows 95*

ACTIVISION

Blood Omen: Legacy of Kain

It's vampires on parade in the Windows 95 adaptation of the PlayStation hit. In this action/adventure, you get to be the blood sucker who gets to prey on unsuspecting victims in order to solve your own murder. Find power-ups and spells, morph into beasts, and kill for the fun of it. –*Windows 95*

Dark Reign: The Future of War

Activision has managed to generate more pre-release buzz on this game than any other competing real-time strategy game. Perhaps it's the 3D terrain, true line-of-sight, native Internet multiplay, player-controllable AI or just those gorgeous two page ads. Regardless, this game will have to be pretty damn good to live up to the expectations it's generating with the online crowd. It will also serve as the big draw for Activision's as-yet-unnamed online gaming service. –*Windows 95*

Fighter Squadron

With a new and improved name, *Fighter Squadron: The Screamin' Demons Over Europe* is the latest simulation from Parsoft, the creators of *A-10 Cuba!*. With 3D card support, the austere environments of their past efforts will be but a memory; what remains will be the amazing attention to detail that their games have been noted for. It has an all-new physics model, a live game environment, terrain deformation, integrated road and rail systems, nine modeled aircraft, a mission editor and multiplayer. –*Windows 95*

Heavy Gear

The replacement for FASA's *MechWarrior* license, *Heavy Gear* is based on the role playing games created by Dream Pod 9. The game will use an enhanced version of the *MechWarrior* 3D technology. It will have MMX and 3D accelerator support right out of the box. Basically, you take your big robot, any one, and blow lots of things up. –*Windows 95*

Hexen II

The mighty *Hexen* returns, powered this time by the *Quake* engine. *Hexen II* has more than 30 levels of mayhem from those masters of id-one-upmanship, Raven Software. You can still choose between multiple character classes, and with the advanced new engine, will flying now feel like you're in a medieval version of *Descent*? The point: defeat the last of the three Serpent Riders. The real point: kill things. –*Windows 95*

Netstorm

Activision's first Internet-focused application (though it will have single-player scenarios) is a real-time strategy game with an interesting angle on the genre. Instead of commanding units, you place offensive and defensive non-moving units on the map, and they automatically follow their predetermined routines. Some units fire in any 90 degree increment, others fire at 45 degrees, others generate power for other units, etc. Quite an interesting design. –*Windows 95*

Quake II

The bad boy is back. *Quake II* adds advanced AI to improve the single-player game, new lighting effects, and the new *Quake Unified Engine*, which integrates all of the individual chipset, Windows 95/NT 4.0, and Internet components of *Quake* into one tidy package. –*Windows 95*

Sin

Developed by the company formerly known as Hipnotic Interactive, *Sin* uses the *Quake* engine and is a 3D shooter set in a future where local governments have hired private security agencies to help them stem the unrelenting tide of graft, crime and drugs. Then you start shooting things –*Windows 95*

Twinsen's Odyssey

Coming at you like Disney after a bad acid trip, *Twinsen's Odyssey* is the sequel to the grossly underappreciated *Relentless*. This adventure, developed by Adeline (who created the original *Alone in the Dark*) features beautiful graphics, bizarre animation (Twinsen runs in a highly bizarre fashion) and a story that concerns a search for a pregnant wife, or something like that. Just take in the lush environments, ignore the plot, and remember one thing – it's a French game. It's not supposed to make sense. –*DOS*, *Windows 95*

Zork Grand Inquisitor

Have there really been eight *Zorks*? Restore magic to the ailing Great Underground Empire so it can be freed from the Dark Ages of Zork. Say hi to the Flathead's while you're there. –*Windows 95*

ASC GAMES

Colliderz

Another attempt at merging future sports and action. If it's as good as *Speedball 2*, these are happy days. It's the year 2033, and the Colliderz Combat League (CCL) is the only way to have races compete against one another without complete intergalactic annihilation. –*Windows 95*

TNN Motorsports Hardcore 2

Developed for the PC by Gremlin, expect more trucks, more tracks and more mud. Features an "alternative hardcore soundtrack." Is there any other kind? –*Windows 95*

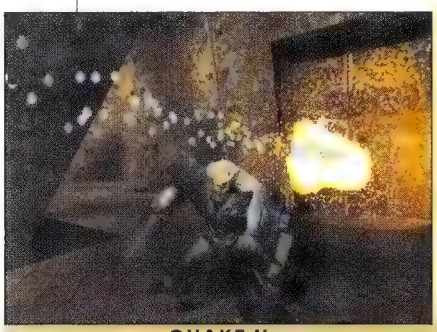
3rd Annual TNN Outdoors Bass Tournament

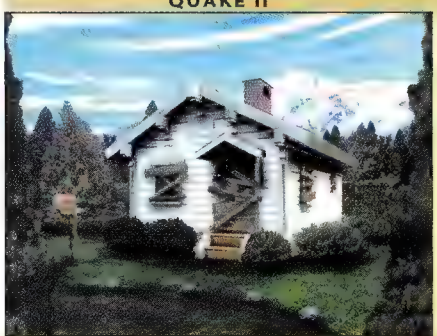
If you missed the first two games, here's your chance to catch up. New lures, new lakes, and loads of smelly action for all. –*Windows 95*

AVALON HILL

Achtung, Spitfire!

The sequel to last year's *Over the Reich*, *Achtung, Spitfire!* lets you game the early air war famous Battle of Britain. New features include a revamped, continuous-time campaign system, anti-shipping attacks, more accurate plane/pilot modeling (including vertical pitch and negative G effects), and more scenarios. Developer Charles Moylan also


QUAKE II


ZORK GRAND INQUISITOR

The Baron

Bullets riddle your plane, shattering wood and shredding canvas. The sky screams with red tracers, smoke and explosions. And as the Red Baron himself blasts out of the sun's glare... as your palms start to sweat and your pulse races... as you hear the ominous groan of stressed wings the instant before they shatter... you realize that this is much more than just a game. This is a taste of history. And your next move will determine whether you become a legend... or another kill in the Baron's book.

Eight years ago we set the standard for flight simulation with a product so timeless and revolutionary that it has remained unchallenged... until now.

The Baron is Back.

Visit our website and download the original Red Baron™ for free! www.sierra.com/RB2

SIERRA

Dynamix

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is Back!

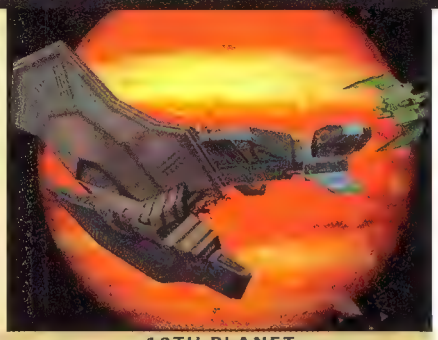
Over three years in the making, Red Baron II is an epic achievement. From gamer directed features to state-of-the art technology, it is the ultimate recreation of the men, machines and experience that marked the birth of aerial combat.

- Dynamix's revolutionary new 3Space 2.0™ engine takes a giant leap ahead of the competition with unmatched realism in terrain modelling.
- User-definable difficulty levels for players of all skill levels.
- Multiplayer dogfighting action featuring internet, network and head-to-head modem support.
- Fly single missions for quick action or select Campaign play for a full tour of duty.
- Over 40 unique aircraft with 22 flyable planes.

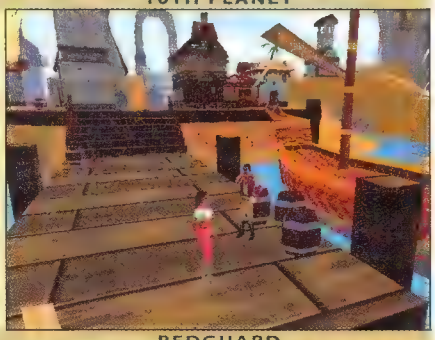
- The Dynamix Mission Builder™ allows players to completely customize their missions.
- Dynamix's revolutionary new ACE AI™ system recreates the skills, tactics and personalities of historical and non-historical pilots with unbelievable realism.

- The Plane Paintshop™ allows players to customize the colors, insignias and look of their planes, using either provided patterns or by importing artwork of their own from any standard paint program.

Red Baron II™



10TH PLANET



REDGUARD

WARCRAFT ADVENTURES

again made its annual E3 appearance for the supposed last time. A space combat adventure, *10th Planet* challenges players to customize their ships against superior alien attack vessels, discover their inner motives and ultimately defeat them to save or solar system. *–DOS, Windows 95*

Battlespire

A side story in the *Elder Scrolls* series, this sinister game begins with an RPG and adds an intense level of combat-oriented gameplay. (Can you say "*Diablo*?") Learn how the emperor in *Arena* (the first *Elder Scrolls* game) recruited his elite guard. This first person game features traditional weapons, potions and spells, and advanced multiplayer options via modem, LAN or Internet. *–DOS*

The Elder Scrolls Adventures: Redguard

The first Elder Scrolls title to expand into the Action Adventure genre, *Redguard* is a swashbuckling third-person adventure featuring a non-linear story. Bethesda's splendid XnGine will provide advanced cinematics as players explore a world where people scurry about their business in the town square, birds fly overhead, and ships dock into the harbor. And we're told that if you're a pirate-lover, this game is for you! Guybrush Threepwood, step aside. *–DOS, Windows 95*

X-Car: Experimental Racing

This racing sim is *still* undergoing final enhancements. The game will feature European-based tracks in addition to Mid-Ohio Park and the like, each of which is accurately detailed down to elevations, weather patterns and billboards. We can expect full-customizable prototype race cars that are tunable to a very fine degree. Take out your aggressions on up to seven others via network or modem connection.*–DOS*

plans a linkage with the game to *OtR* (via a 1.1 patch to the older game) for complete Western Front air campaigning. *–Windows, MacOS*

Cavewars II

This sequel takes the warfare from the caverns up to the surface in a battle against the evil race that drove the other races underground in the first place.

Defiance

A surprise release from Avalon Hill, *Defiance* is a 3D action game with a storyline. You're the pilot of a new combat vehicle on its first test run; suddenly your comms go dead, and you discover your domed city has been assaulted by aliens and much of the populous is dead or in hiding. Shoot your way through various levels of the test labs, out into the city, and even outside the dome. 3D and MMX support, lots of weapons, and plenty of action. *–Windows 95*

Tank Resistance 2024

This sci-fi strategy game is still slowly coming along.

BETHESDA

10th Planet

Yes it's true, this action game

BLIZZARD

Diablo

Macintosh gamers will get to see what all of the fuss is about as Blizzard will be porting their action/RPG to that under-supported platform. *–MacOS*

Starcraft

Take command of three distinct races, Terran, Protoss or Zerg in this real-time strategy game from the makers of the world-conquering *Warcraft II*. Far from being the "orcs in space" it appeared to be at last years show, it has plenty of features to make stand out from the pack, from multiple races and built-in battle.net support for Internet gaming to the usual complement of supercharged visuals and sound. As if you need us to tell you whether or not to buy this when it's released… *–Windows 95, MacOS*

Warcraft Adventures: Lord of the Clans

Perhaps the most surprising game of the year, Blizzard has taken their *Warcraft* franchise and turned it into a traditional point-and-click adventure game with beautiful cel-based animation. Return to Azeroth as Thrall, a strapping Orc who's returning to his homeland after being raised in servitude by humans. It's up to him to reunite the clans and lead to Orcs to dominance once again. Oh, and he must say "zug-zug" at least once. *–Windows 95, MacOS*

BLUE BYTE

Blue Byte Tennis

This tentatively-titled tennis game is Blue Byte's first sports game in quite some time. A 3D engine that recreates "true-to-life tennis courts," 100 computer players, and a variety of multiplayer options are all part of the game, which lets you work towards a world ranking in singles or doubles. *–Windows 95*

Incubation

The *Battle Isle* universe returns in this new turn-based [*booray!*] tactical game. A shield separating your colony from the native creatures of Scayra has failed, and a virus has mutated those critters (the Scay'Ger) into dangerous beasts who are now attacking your home. Lead a squad of Space Marines in a fashion similar to that in *X-Com* as you protect the colonists and contain the aliens while evacuating the colony. Using the Blue Byte 3D engine (from *Extreme Assault*), the game has plenty of eye-candy, and four gamer multiplayer via LAN, modem, and direct connect provides you with the best opponents possible. *–Windows 95*

BUNGIE

Myth: The Fallen Lords

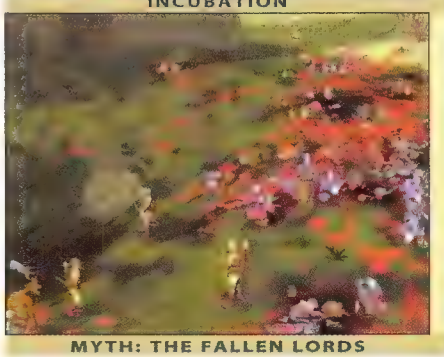
A real-time strategy game that brings the battle up close. Fly over the fantasy battlefield as you direct your troops, moving them about, setting up offensive and defensive formations, and engaging in melee. Physics-based action tracks objects down to tiny pieces, and the visuals are extremely impressive. While solo-play is fully supported, multiplayer will be where the action is at, with LAN, direct Internet, or easy hook-ups via Bungie's MetaServer. Also includes an impressive amount of customizability. *–Windows 95, MacOS*

CAVEDOG ENTERTAINMENT

Total Annihilation

Featuring more than 150 different 3D polygonal game units, true 3D terrain, and more than 50 missions, replayability may not be a problem for this new entry in the real-time strategy sweepstakes (to some, it's leapfrogged much of the competition). Just in case you get tired of those 150 units, you'll be able to download new ones from their web site. And you won-

INCUBATION



MYTH: THE FALLEN LORDS

dered whether the web had any use... *–Windows 95*

CRYSTAL DYNAMICS

Gex: Enter the Gecko

Everyone's favorite gecko returns in a 3D platformer "inspired" by games like *Super Mario 64* and *Tomb Raider*. Crack people with your tail, jump around, attach to walls, and listen to Gex say "wacky" things. *–Windows 95*

Pandemonium 2

Nicki and Fargus return in the sequel to the excellent 3D platform game that has just started appearing on PCs everywhere. Expect more puzzles, more jumping and better visuals (the PlayStation version looks good – the Windows 95/3Dfx version better). *–Windows 95*

CYBERDREAMS

Ares Rising

Privateer and *Wing Commander* veterans now nesting in iMagine Studios bring us this space combat simulation. In a battle for resources, planetary forces will deploy beam weapons, drones and decoys to flaunt opponents. A customizable system, modeled after the *iM1A2 Abrams* engine, allows players to choose a flight model based anywhere between straight Newtonian physics and full dogfight modes. Dynamic lighting, perspective corrected texture mapping and true 3-D environment are all presented in 16 bit color. *–Windows 95*

Toxic Squad

This 3-D games combines action, strategy and RPG elements, putting players in charge of eight alien mercenaries who band together to destroy a planet-sized machine named Smaug (respects to Tolkien). 25 game levels, 40 vehicles and dozens of enemy monsters will be available in single or multiplayer modes. *–Windows 95*

Wes Craven's Principles of Fear

Asylum Entertainment is working with Cyberdreams on this title, an action-adventure which explores the many different levels of human fear and conflict. Players will be trapped in a dark edifice and will be forced to confront and conquer their Seven Mortal Fears (second cousins to the Seven Deadly Sins, and remote in-laws to the Seven Cardinal Virtues). *–Windows 95*

DELPHINE

Moto Racer GP

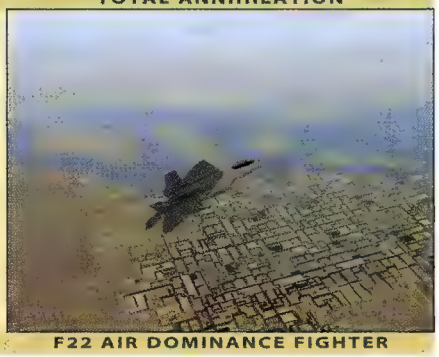
The online buzz has reached a deafening pitch for this game, which until now has lacked a U.S. distributor. Electronic Arts picked it up, and it should be hitting shelves in a couple of months. It's a 3D accelerated motor cycle racing game that features some of the best graphics seen on the PC. Gameplay is pretty good too. *–Windows 95*

DESIGN LEAGUE

Men in Black

The movie you couldn't avoid this summer becomes a game that you should... see on shelves later this year. Control Will Smith or Tommy Lee Jones in this *Alone in the 7Dark*-style third-person 3D action game. Terrifying sight – the actor's faces mapped on the polygonal characters. *–Windows 95*

TOTAL ANNIHILATION



F22 AIR DOMINANCE FIGHTER

DID

F22 Air Dominance Fighter

The "next generation" of DID sim and one of the most impressive visually, *F22* also features and extremely impressive array of detail. Not only is the F-22 rendered fully (six DOF modeling, a large variety of mission-types, etc.), but the game features a full combat environment: the ground battle is modeled realistically, and you can also play the game from an AWACS, directing the entire air battle and jumping into individual F-22s if you wish. *–Windows 95*

F22 Total Air War

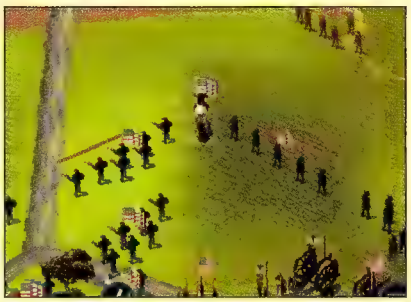
An add-on to *Air Dominance Fighter* that's scheduled to ship some six to eight weeks after the release of the sim, *Total Air War* adds a fully dynamic, non-linear real-time campaign system to the game. You take on the role of a Base Commander, receiving your orders from a higher-level Theatre Commander; it's up to you to implement your orders as the campaign progresses (often in unexpected ways). Also adds a full-featured mission planner, which (in addition to many other functions) lets you customize missions found in the game. *–Windows 95*

EF 2000 V.2

Long available (in bits and pieces) in Europe, the 2.0 version of the

Sid Meier's Gettysburg

Long rumored to be working on a Civil War title, the strategy-game powerhouse Sid Meier, his company Firaxis, and his publisher Electronic Arts were finally showing a game (behind closed doors). Instead of a strategic-level game that had been talked about in years past, Firaxis has focused down on one battle: *Gettysburg*. The game will ship with over 30 scenarios encompassing parts of the whole battle (from either side, of course), and a random scenario generator should keep things fresh long afterwards.



Something of a surprise is the real-time nature of the design (popular in more generalized strategy games but little used so far in wargames). Unit densities in the scenarios, combined with the user interface, are supposed to keep things from getting out of hand, allowing wannabe generals to focus on tactics. And tactics will be important: you'll need to analyze terrain, guard flanks, set appropriate formations, and more (our brief look was enough to ensure that this is not just Civil War graphics over a *C&C*-style game).

The terrain is modeled in 3D (no hexagons here), and the engine features real-time lighting effects and multiple zoom levels. It will allow up to eight players (Internet, LAN, modem, serial), with cooperative play; Firaxis is promising a very strong AI player as well. – *Windows 95*

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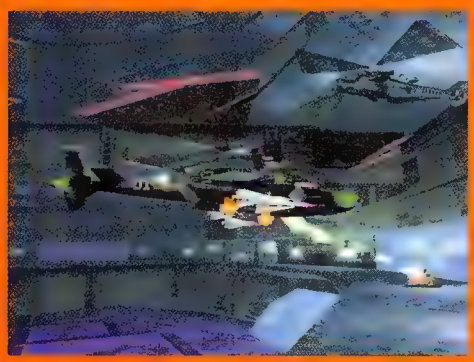

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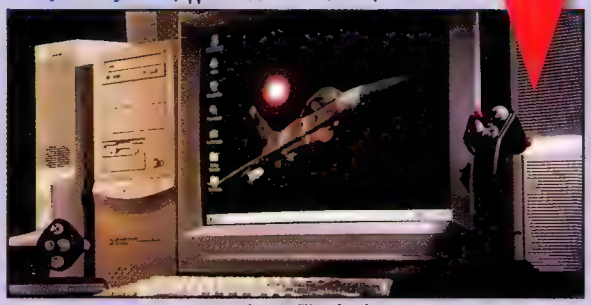

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TRESPASSER

FIFA ROAD TO THE WORLD CUP 98

popular *EF 2000* flight simulation is finally crossing the Atlantic (it will be released by Ocean). It includes both DOS and Windows 95 versions, full documentation, and all the upgrades (like TATCOM and the long-awaited 3D card support). *–DOS, Windows 95*

Tank!

While we've seen literature on a "Ground Warfare Technology Demonstrator," DID has only just taken the wraps off an official tank simulator product (which is also known as *Electronic Battlefield of Tomorrow*). As a game it had only undergone two months of development by the time of the show, but was already quite impressive visually. Unlike other modern tank games out recently or due out soon, this one will model several different platforms: the Challenger II, the Abrams, and the Leopard should all be included. *–Windows 95*

DISCOVERY CHANNEL

Byzantine: The Betrayal

This is Discovery's biggest budget title ever as it takes players to Istanbul in an adventure mystery filled with international intrigue, murder and deception. Shot on location in Istanbul, Turkey, the game utilizes original photography as well as 3D-rendered models. In search of a missing friend, you will explore Istanbul's alleyways, palaces, mosques, and bazaars in over 120 locations, interacting with over 150 inventory items. The graphics engine offers a 360-degree panoramic view, and the game is optimized for MMX. *–Windows 95*

Evolution

One CD-ROM spanning 360 million years – this real-time strategy game places up to six players (missing humans are replaced by AI opponents) striving to be the first to evolve into an intelligent life form. You initially control a primitive terrestrial choanate that will develop in a tree structure pattern into various other species (over 150 available) all fighting for survival as the centuries fly by. *–Windows 95*

DREAMWORKS

Dilbert: Desktop Games

Here we have not one but ten mini-games, all linked to Scott Adams' Dilbert, 1997's winner of the Man With the Permanently Erect Tie award. Games range from light-activity style (*Enduring Fools*, which covers your desktop with morons, buffoons and idiots that you zap with a stun gun and mess up your screen) to full scale level-based arcade games. Retailing at $19.95, think holiday gift-giving. *–Windows 95*

Trespasser

Another member of the *Lost World* universe, this 3-D action adventure provides a huge, immersive, completely physics-based world. Players take on the role of Anne, a castaway who finds herself washed ashore on the mysterious island, Site B. What shows up? Give yourself 10 points for guessing "dinosaurs." Add a bonus for including the phrase "graphically stunning." *–Windows 95*

EA SPORTS

Andretti Racing

The conversion of the PlayStation racing game features Indy and Stock car competition on oval and street tracks. The car models are strictly arcade. *–Windows 95*

FIFA: Road to the World Cup 98

A name change (presumably so it could be the same worldwide) and enhanced AI are some of the features for this update. Best new feature: authentic chants and crowd sounds for each team. Weirdest new feature: detailed facial features and hair styles. But is the hair Gouraud shaded? *–Windows 95*

Madden 98

Though there won't be polygonal players this year, they are adding a lot of new features to the game, including better AI and a new play editor. All 30 stadiums will be included and the GM mode has been expanded to include salary caps. *–Windows 95*

NBA Live 98

As with *NHL 98*, the biggest news is the addition of 3D card support. Also on the way: speech and color-commentary from Ernie Johnson Jr. and Verne Lundquist, 350 NBA player faces mapped on the polygon characters and eight-player multiplayer (how much tougher would have 10 player been?). *–Windows 95*

NCAA Football 98

Play with any of 112 Division I-A football teams, in any of their stadiums, in this sports simulation. Playbooks have been customized (by ex-UCLA coach Terry Donohue) for each school, and most importantly a "Dynasty" mode is present that allows a player improve a school over the years by recruiting high-school players. It also has exclusive rights to the Orange, Fiesta and Sugar bowls. *–Windows 95*

NHL 98

Responding to the critics of the first game, the AI and game logic has been worked on, but the big news here is the addition of 3D accelerator support, which makes it look better than TV. New "signature" moves, motion capture, and play-by-play from Jim Hughson and Daryl "The Razor" Reaugh. *–Windows 95*

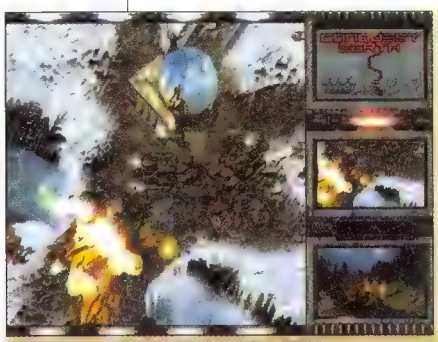
EIDOS

Conquest Earth

Fight for the Earth or Jupiter in this real-time strategy game. With 16-bit color graphics and lots of visual effects, this is one of the best looking of the bunch. Whether the gameplay will be the equal remains to be seen. 60 missions, 15 terrain types, units with stealth and morph effects, and jump into vehicles and control them on-screen. An interesting tactical element between missions provides variety. *–DOS, Windows 95*

Deathtrap Dungeon

As the first 3D game from Eidos since the award-winning *Tomb Raider*, *Deathtrap Dungeon* has a lot to live up to. A third-person 3D action/RPG based on the multi-million selling fighting fantasy book series by Ian Livingstone, it features a thin story and lots of fighting. The 3D engine features the usual complement of modern features: full polygonal enemies, dynamic light sourcing and complete texture mapping. The dungeons will feature the usual complement of covered pits, hidden corridors, false floors, arrow traps and moving spikes. The game's combat will be more fighting-game like than other 3D games. Your weapons include swords, missile-weapons, muskets, hammers, spells or, hopefully as a last resort, your bare hands. There are



CONQUEST EARTH

DEATHTRAP DUNGEON

JOINT STRIKE FIGHTER

JANE'S COMBAT SIMULATIONS

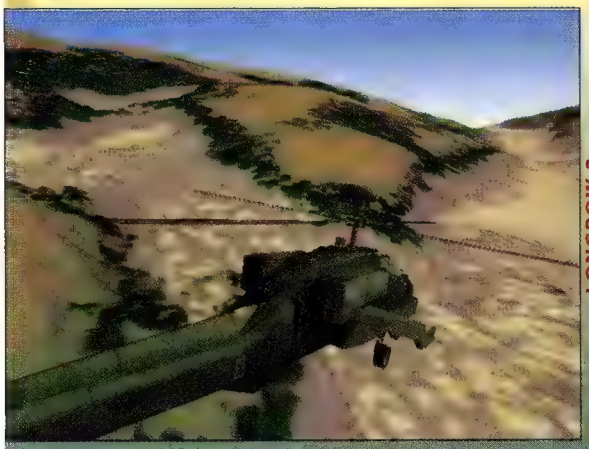
Longbow 2

After being picked as "Simulation of the Year" by nearly every major publication (including this one), what could Andy Hollis and company do for an encore? How about add 3D accelerator support and a new dynamic campaign? How about the ability to fly new helicopters? How about multiplayer support?

The latter feature is wonderfully implemented, and the display on the floor showcased it as players could climb into replica cockpits and fly cooperatively as pilot and gunner. Head-to-head play is supported as well. The two new helicopters include the Kiowa scout and Blackhawk transport in addition to the Longbow attack gunship.

Visually, the game, accelerated only on 3Dfx hardware, has entered a new realm of flight simulator realism. Though trees still can't be modeled accurately, the gameplay look is nearly indistinguishable from the cut scenes. A new dynamic lighting system gives some spectacular effects (you'll have to see a nighttime missile launch to believe it), and there are more than four times the object and terrain detail of the first *Longbow*. Carryovers from the first game include the AI and avionics modeling that the original is known for, plus interactive training and an interactive Jane's reference guide.

Longbow 2 takes off this Fall. *–Windows 95*



LONGBOW 2

55 different characters to beat up, including orcs, dragons, mummies and zombies. *–DOS*, Windows 95

Flying Nightmares 2

Designed and produced by Bryan Walker, a former AH-64 Apache attack helicopter pilot and Desert Storm veteran, *Flying Nightmares 2* is an ambitious product that attempt to meld both a real-time wargame and a flight simulation. With support for up to 16 players over the Internet and 3D accelerator cards, it has the technical lead (for now). We'll see if it manages to successfully merge all of its disparate gameplay elements. *–Windows 95, MacOS*

Forsaken

The devil made them do it. *Forsaken* is a *Diablo*-esque action/RPG from the folks who made *Total Mayhem*. 16-bit graphics, fully animated 3D polygonal characters, true light sourcing, Direct3D support round out the technology. Battle 16 monsters, explore volcanoes, cast spells and develop characters, just like we did in the old days. *–Windows 95*

Joint Strike Fighter

This flight simulator attempts to emulate the newest fighters being tested and evaluated by the U.S. Air Force, Navy, and Marines. Sporting a new engine, this baby is supposed to be able to handle air-to-ground and air-to-air combat without breaking a sweat. Scenarios will take place over Europe, the Mediterranean, and the Middle East. *–Windows 95*

Lunatik

Hoping to mix elements of games like *Zaxxon* and *Defender*, *Lunatik* is one of those old-fashioned overhead shoot-everything-until-it-explodes kind of things. *–Windows 95*

Omikron

Omikron is an action/adventure in a full 3D world. Real-time combat and your usual puzzle-like adventure elements are featured. *–Windows 95*

Plague

This real-time strategy game is said to mix the resource management of *Civilization* with the strategy of *Command & Conquer* (hmm…). It has true 3D terrain and is set in those wacky medieval times. It will offer 30-40 missions for your dueling pleasure. And it does have a great name. *–Windows 95*

Steel Legions

Big behemoth 'bots battle beautifully. *Steel Legions* is a big-robot 3D action game fought over randomly generated terrain and features a, gulp, neural net AI. *–Windows 95*

Team Apache

Another Bryan Walker design, it's said to offer advanced AI and "Artificial Pilots" with distinct traits and abilities. It has campaigns set in Colombia, the Middle East and Russia, and a mission editor. Like *Flying Nightmares 2*, it'll support MMX and 3D accelerators out of the box. *–Windows 95*

Tomb Raider 2

Lara's back. It's a nice back. But seriously, Lara Croft returns to action in the sequel to *Computer Games Strategy Plus'* 1996 "Game of the Year." Surprisingly, they've chosen not to turn it into *Quake* by adding multiplayer, but instead they've added 15 more levels of exploration and action. More puzzles, more beasts, new dynamic lighting, more interaction with the environment, new outfits for Lara and new bad guys round out the features. Lara rules. *–Windows 95*

PLAGUE

TEAM APACHE

TOMB RAIDER 2

ELECTRONIC ARTS

Nuclear Strike

The latest in the *Stike* series will finally make its way to the PC. Enter the jungles of Southeast Asia and shoot lots of things. *–Windows 95*

EMPIRE INTERACTIVE

Apache ~ Havoc

This new two-helicopter sim is from ProActive Software (formed from several ex-Digital Integration – the folks who did sims like *Tornado*, *Apache*, and *Hind* – employees). Designed especially as a multiplayer game from the outset, you can go either

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myth
THE FALLEN LORDS

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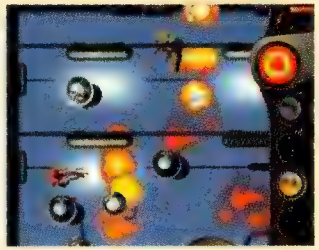
Quake

Scud: Industrial Evolution



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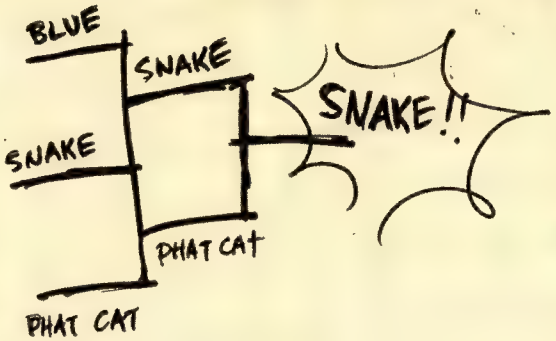
HEAT is the only network with frequent player points (Degrees) that can be used for purchase discounts and redeemed for prizes. These incentives increase the frequency of play and, hence, decrease the likelihood of real-life aggression rearing its ugly head.

5 CREATE TOURNAMENTS AND LADDERS FOR MORE COMPETITION. (AS ONE MAN RISES, ALL MANKIND RISES!):



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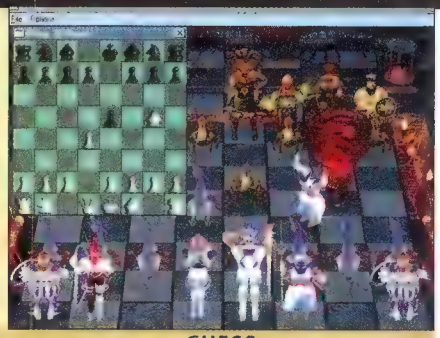
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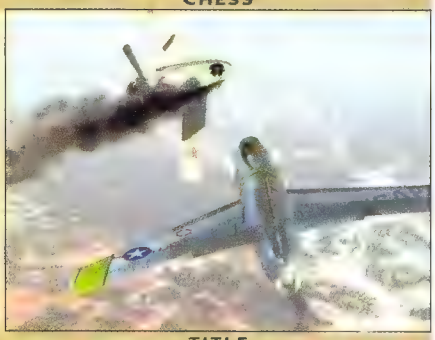

TITLE

7TH LEGION

head-to-head against a friend or enter Internet multiplayer missions "against a huge amount of players." Single or multiplayer, the action is continuous; instead of missions, the campaign progresses, even if you're back at your base.

Chess

A tentative title for a game that owes much to *BattleChess*. 3D chess boards with over 100,000 frames of character animation, along with such graphics tech-features as "super scaling and alpha channel anti-aliasing." Oh, yes – tournament level chess as well. *–Windows 95, MacOS*

Flying Corps Gold

A remake of the WW I flight simulator (owners of the original can upgrade), this *Gold* version features MMX and Direct3D support for improved graphics, better AI, force-feedback joystick support, and three new flyable aircraft. Several full editors (mission, character, and scenario) are in the works, and multiplayer gaming has been improved. *–Windows 95*

The Golf Pro

Play against or learn from pro golfer Gary Player on several exactingly detailed courses (some of the survey work was done down to the inch)–two courses cover four CDs!. A new swing interface (using an adjustable-length right-to-left movement) feels much more natural than the old tri-click interface, and Internet play is supported. *–DOS, Windows 95*

MiG Alley

MiG Alley will let gamers take to the skies over Korea in 1951. Fly some six jets or propeller-driven fighters against a variety of airborne and ground-based targets. Terrain is taken from satellite photographs and covers an area some 45 miles long and 2.5 miles across. Up to 50 aircraft in the skies at once, radio chatter, 3D landscapes, and much more should all serve to recreate the feel of combat at the dawn of the Jet Age.

Pro-Pinball: Timeshock!

A complete recode of *The Web* engine, *Timeshock* again focuses on recreating a single table in exacting detail. Graphics resolution up to 1600x1200, ball animation at up to 60 frames per second, and plenty of pinball flash; you can even zoom into the table view far enough to view (still hires) elements like wires and screws. *–DOS*

EPIC MEGAGAMES

7th Legion

Picked up by MicroProse, *7th Legion* is a real-time strategy game with a definite action bent that dispenses with that pesky resource management and goes right for the fun stuff – combat with big robots with big weapons, power-ups, etc.. Expect the usual 16-bit color graphics, MMX support, multiplayer, etc., but the big question is whether or not they keep the electric bagpipe background music. That remains to be seen… *–Windows 95*

Age of Wonders

After a serious graphic overhaul, this fantasy strategy game is back with new 16-bit graphics and support for screen resolutions up to 1600x1200 (for both of us who have 21 inch monitors and video cards that support that resolution and color depth). Expect six-player network play, a scenario editor and all sorts of other swell things. *–Windows 95*

Jazz Jackrabbit 2

Not content with merely aping *Sonic the Hedgehog*, Epic has now gone after *Sonic & Knuckles*. Jazz and his brother Spaz run and jump through different levels, while eight-level parallax scrolling, high-resolution 16-bit color graphics and MMX support round out the technical features. Unlike *Unreal*, it will ship with an editor, the *Jazz Creation Station*. *–Windows 95*

Ravage Racers

This arcade racing game from the creators of *Fire Fight* using that game's isometric engine, which brings to the party 16-bit color graphics, four-player network play and rendered graphics. *–Windows 95*

Unreal

Unless you've been living under a rock you know about *Unreal*. It's racking up praises in the press, has amassed that critical online "buzz," and has impressed GT Interactive enough to sign on as distributor. The game has the usual modern 3D features; true 3D, dynamic lighting and shadows, high-resolution 16-bit graphics, 3D cards and MMX. It features a continuous environment, so levels don't come to a stop, per se (a bit like *Hexen*). Network play is *Quake*-like, in that it's a client/server application. Full physics are promised, which could make for an interesting game-world. What is most interesting about the game is that it doesn't look nearly as mind-blowing as it did last year, especially when placed next to the sequels to *Quake* and *Hexen*, and perhaps more than any other, Sierra's *Half-Life*. The competition has caught up, and some of these other games will ship before *Unreal*. Have they waited too long? We'll see… *–Windows 95*

Unreal World Editor

Curiously enough, the big draw of *Unreal* has been its editor, and Epic has announced that it will not ship with the game as was originally claimed. Specific details about its release (timing and cost) will be forthcoming. *–Windows 95*

Wheel of Time

Developed by Legend, this 3D adventure is based on the books by Robert Jordan and will utilize the *Unreal* engine. *–Windows 95*

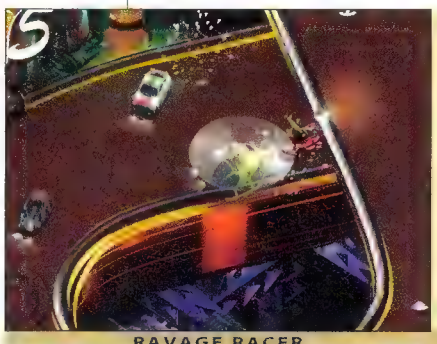
FOX INTERACTIVE

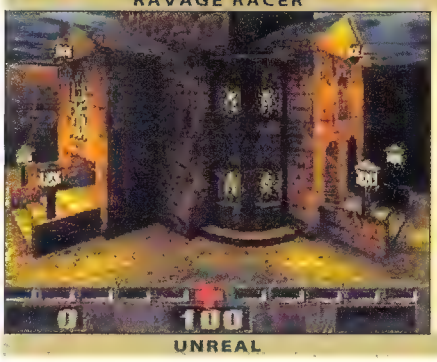
Aliens Vs. Predator

Battle on a hostile planet in the far reaches of outer space. This 3-D combat game takes you deep into a biological warfare research lab infested with baddies (or goodies). Players can enter the game as either a colonial marine fighting to save the station, or as the evil alien or ferocious predator with their own agendas. A variety of combat capabilities will be available including high-caliber firepower, infra-red stealth features, invisibility and more. *–Windows 95*

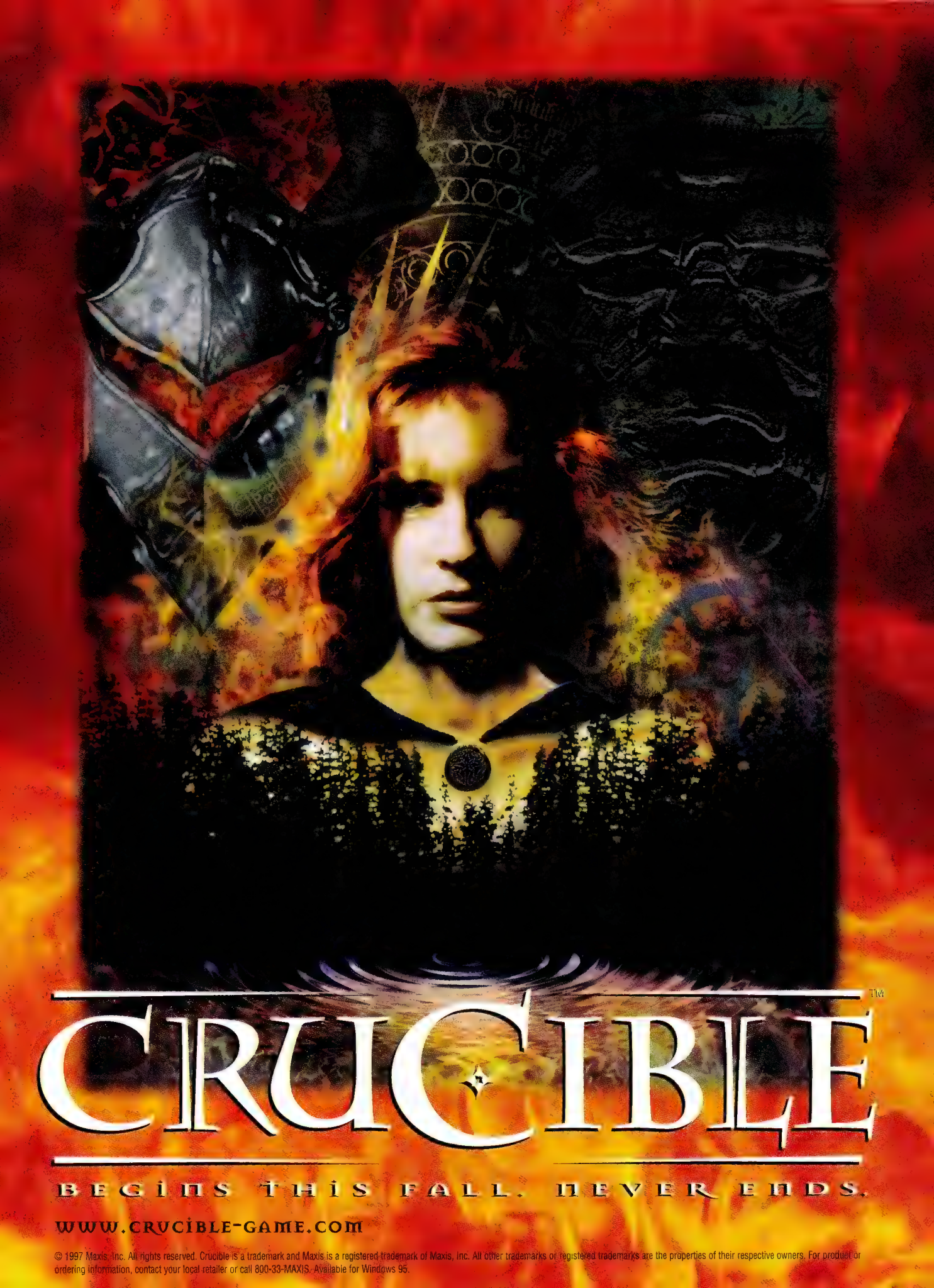
Croc

This is a 3-D action game placing the player in alligator shoes, er, crocodile shoes as Croc, crocodile of the hour, as he sets out on a mission to rescue his peace-loving Gobbo Islander friends from the grasp of Baron, an evil musician (oh, those evil maraca and triangle players). Croc will tail-kick his way through 50 levels of gameplay, and leave no crocodile tears for the wounded. *–Windows 95*


RAVAGE RACER



UNREAL



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As a cadet you have the chance to train at the Academy.

As a pilot you have the chance to battle hostile enemies.

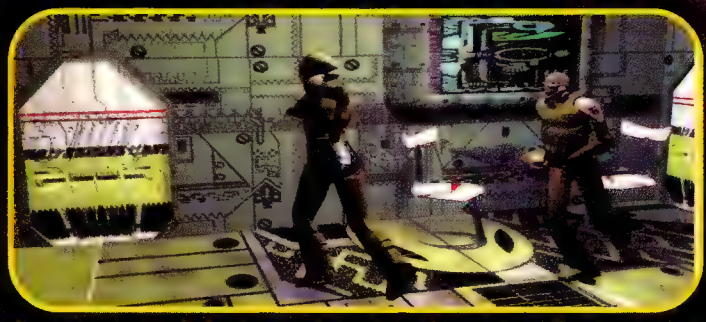
As a captain you have the chance to establish an alliance with aliens you don't really trust in order to save the universe.

Obviously, this is not a game of chance.

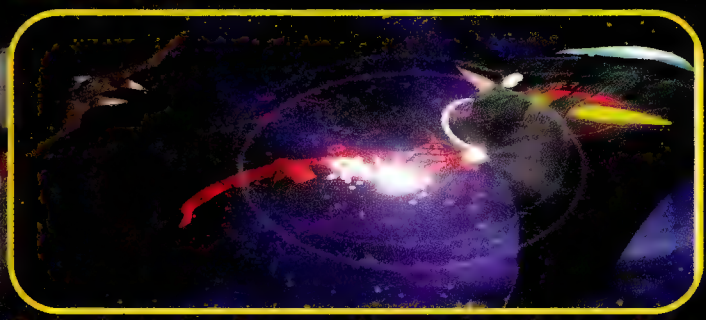
The Great Intergalactic War has left the Galaxy in chaos. And a steadily increasing barrage of attacks on human ships leaves you with only one choice. You must set out on a series of covert missions to defeat the enemy. Everything you do, every enemy you kill or let get away, every decision you make will have an effect on the ever-changing plot.

For PC CD-ROM. Available late September. To purchase Forced Alliance visit your local software retailer, or call 1-888-797-5867. Downloadable demo available at www.ripcordgames.com

Consequence of Rank - As you progress from the rank of Cadet to Captain, you'll go from taking orders to giving them. The power & the responsibility of commanding an entire fleet of ships will be yours.



Consequence of Action - It's not just if you win or lose, or even how you play the game. Everything you do determines how the game is even played at all.



Roshambo Combat Strategy - Space combat with a twist. Your ship is a rock. Another is paper. Another is scissors. You can't beat them all & they can't all beat you. Plan your attacks accordingly.

A Thickening Plot - With an unparalleled depth of play, set against out-of-this-world SGI graphics, figure out a constantly changing story as you maneuver & master four fighters, while dealing with three different alien races.

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Orbital Studios Inc.

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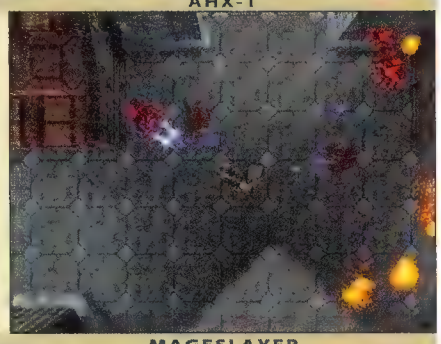
Ripcord Games

AHX-1



MAGESLAYER

villains like Rolling Stone and The Hamster through missions, or take on other players in a multiplayer mode that pits the powerful personages against one another. *–DOS, Windows 95*

The Reap

In a pleasant twist on the usual story line, you take on the role of a human mercenary who has been hired to save the Earth… for the Aliens! Isometric arcade gameplay; win a mission and you get paid, which lets you upgrade your vehicle so you can continue making Earth safe for your employers. *–Windows 95*

The Simpsons: Virtual Springfield

Designed in cooperation with Matt Groening, this SimSim (*Simpsons* simulation) recreates the environment of Springfield, the Simpsons' hometown featuring original dialogue from show characters such as Bart, Homer, Krusty and Apu. With a 3-D exterior and 2-D interior environment, players will be able to wander around town and encounter many interactive locations (one where Ned Flanders is performing an exorcism on his children on the ceiling). Another activity-instead-of-game product, but *Simpsons* fans shouldn't care. *–Window 95, MacOS*

The X-Files: Unrestricted Access

You've hacked into a highly classified secret government website giving you unrestricted access to the X-Files. Browse through case files, character dossiers, evidence records and other top secret materials. Tap into live video and audio surveillance. *X-Files* fans are waiting with bated breath. *– Windows, MacOS*

GAMETEK

Guardians of Justice

Take the similarly-titled product from MicroProse, add a touch of *SimCity*-style modeling, and then plant tongue firmly in cheek and you have *Guardians of Justice*. It's your job to keep the fully operational "Central City" running, and you're given five, erm, "superheros" with names like Static Cling, Weather Girl, and The Blur (transplants from *The Tick*?) to keep the peace. Battle

GRAPHIC SIMULATIONS

F/A-18 Hornet 3.0: Korea

The sequel to the well-received Hornet 3.0 brings a new Korean campaign to the table and several major enhancements. 3-D video card support is now included in this version of Hornet 3.0 which will greatly improve the graphics. An integrated mission editor will also be included to create your own missions. *- Windows 95, MacOS*

GT INTERACTIVE

AHX-1

It's 3D helicopter blasting a go go over 30 missions (designed by fighter pilots… hmm). It has 3D card and MMX support, of course. *–Windows 95*

Balls of Steel

Runner up for "Title of the Year." It's pinball. Lots of pinball. *Balls of Steel*, huh huh. *–Windows 95*

Mageslayer

Enter a dungeon with one of four characters, fight a bunch of beasts in real-time, and do it with some of your closest friends in Raven's homage to *Gauntlet*. *MageSlayer* will feature more than 30 levels that span five unique environments, including a sewer level, temples and tombs. There are more than a dozen creatures to kill, including the usual assortment of WereRats, Frost Giants, Barbarian Toads (?) and that old fantasy standby, Dwarves. *–Windows 95*

Mortal Kombat Trilogy

Had enough of those new-fangled 3D games? Go back to 2D land with yet another version of this game. Includes network play and new brutalities ("Look mom, I ripped out his bowel through his eye socket"). *–Windows 95*

NHL Open Ice

From the makers of *NBA Hangtime* (oh oh), it's two-on-two hockey, with TURBO and BIG-HEAD modes. EA Sports, be afraid. *–Windows 95*

Oddworld: Abe's Oddysee

Said to be a "completely original new game." They've even given it's genre a new name, A.L.I.V.E., which is said to allow players to speak alien languages and monitors the ethics of a player's decisions during the game (dubbed "QUARMA"). While its character design is superb, the sound hilarious (you can laugh, fart, burp and lord knows what else as you move along) and the gameplay interesting, it's ultimately a 2D platform game. *–Windows 95*

Shadow Warrior

Take on the world as the mighty ninja Lo Wang in 3D Realms latest. No way does it promote certain Asian stereotypes, because it's supposed to be all in good humor. *–DOS*

Stealth Reaper 2020

Looks like a flight simulator, plays like an action game. Hmm… Based on the Joint Strike Fighter program, this action game features advanced multiplayer and allegedly got a little too close to modeling future weapons (the developer makes real military simulations). *–Windows 95*

Youngblood: Search and Destroy

Based on the comic book, this pseudo-RPG is an isometric action game with multiplayer and an isometric view of the action. Kill, kill, kill. *–Windows 95*

HASBRO INTERACTIVE

Beast Wars

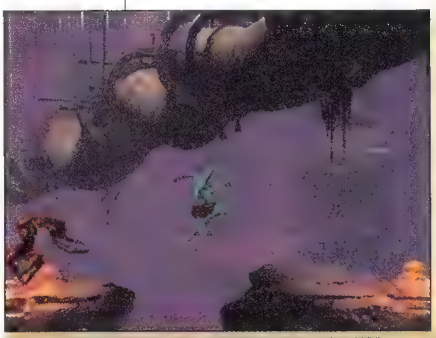
The popular toy and cartoon series brought to the computer. This 3D action game will have you taking a variety of animal/machine Transformer hybrids into battle for either the Maximals or Prdicons. Includes six environments with 32 missions and plenty of eye candy (supports 3D cards). *–Windows 95*

Frogger

The world's second favorite frog (after Kermit, of course) comes back to his computer game roots in this 3D 90s kind of update. While it includes the original game's level, plenty of new environments have been added to challenge our hero, including a Wild West canyon complex (watch out for the buffalo!), a *Pacman*-like yard maze with frog eating lawn mowers, and more. *–Windows 95*

H.E.D.Z.

An alien race battles in a variety of different arenas, donning the heads of dozens of characters in order to gain their powers. Take five heads into the fray as you attempt to either collect loose heads or to defeat other players to



ODDWORLD: ABE'S ODYSSEY

STEALTH REAPER 2020

YOUNGBLOOD

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Star Trek: Secret of Vulcan Fury

The third original *Star Trek* adventure from Interplay, *The Secret of Vulcan Fury* is certainly the most impressive looking one to date. Written by D.C. Fontana (one of the writers on the original series), the central story revolves around the ancient history that ties the Vulcan and Romulan cultures together. Within the master story are six individual "episodes" in which you'll take on the roles of Kirk, Spock, McCoy, Sulu, Checkov, or Scotty (with original cast voiceovers), working to solve another part of the puzzle. Each episode also presents a portion of the Vulcan and Romulan mythos that has developed over the years, building eventually to the game's climax.

On the technical side, advanced motion-captured techniques allow for amazing recreation of familiar characters – even the facial expressions are so detailed you'd almost swear you're looking James Doohan run through some kind of digital filter, instead of at an entirely computer-based model. Rendered background scenes (of the original Enterprise – no movie or *Next Generation* stuff here) combine with a cinematic approach to almost recreate the feel of a classic episode. Puzzles will be integrated into a *Trek*-like experience; as Scotty, for example, you might face an "electronics" puzzle you have to solve to gain access to an area.

If all of these impressive pieces can be assembled into a unified whole, Trekkers are in for quite a treat; the question should be answered – and the *Secret of Vulcan Fury* unveiled – by the holidays. – *Windows 95*

gain theirs, while keeping yours firmly in place. This collection feature should make for a competitive on-line experience. –*Windows 95*

Monopoly Star Wars Edition

The same game mechanics brought to an all-new universe: Coruscant as Park Place, R2-D2 as the little sportster, and "go to the detention block" instead of "go to jail." Clips from the movies will play at appropriate points, and on-board characters will animate as you'd expect. –*Windows 95*

Puzz 3D

Think puzzles on the computer and you probably come up with adventure game conundrums; rarely, however, have classic board "cookie cutter" picture-puzzles been translated well to the electronic medium. This may change with *Puzz 3D*, which lets you build three dimensional structures out of puzzle pieces. Unlike its boardgame version, when you complete a puzzle (say, of Notre Dame), you get to wander about the inside of the structure; the more pieces you used, the more areas you get to explore. –*Windows 95*

INTERACTIVE MAGIC

Ambition

Designed by Trevor Chan (designer of *Capitalism*), *Ambition* is a real-time strategy game that puts you into a fictional 1000 A.D. world. Take command of one of seven cultures and attempt to rule the world, integrating other cultures (with their specific capabilities) along the way. Includes trade, seasons, resources, and a touch of fantasy (in the form of "monster towers" and angry mythological gods). –*Windows 95*

Great Battles of Hannibal

The next in the *Great Battles* series, Hannibal will feature an improved version of the *Alexander* engine (especially in the portrayal of terrain) and a more involved campaign system. Oh. And elephants – can't forget those elephants. –*Windows 95*

iA-10 Warthog

From high in the sky to down in the mud, *Warthog* will take gamers into the exciting world of close air support. Pound tanks and bunkers and swat nasty Hind helicopters as you avoid AAA fire and hordes of shoulder-launched SAMs. Because of the close-in nature of the A-10's combat environment, I-Magic is working on a new graphics engine called Demon-2; it should reduce if not eliminate much of the pixelization their current engine displays when you get close to the ground. –*Windows 95*

iF-16 Viper

Long delayed, this F-16 simulation should finally release soon. Graphically not as advanced as *iF-22*, it is still "higher on the eye-candy chain" than its predecessors, *Apache* and *Hind*, but shares the model detail of all three. Combat takes place in Israel, Korea, and Cyprus, and the game includes F-16 hardware upgrades like LANTIRN and color MFDs. Other features include a mission planer, several multiplayer options, and varied difficulty levels. –*DOS*, Windows 95

iF-22

I-Magic's premiere flight sim, *iF-22* should have taken off by the time you read this. Featuring both hard-core simulation and more "for fun" action modes, it's aimed at any gamer with a love of fighter combat. Plenty of extras, gizzmos, and graphics flash should please the eye-candy crowd as well, and multiplayer support lets you take on the best opponents around. –*Windows 95*

iPanzer '44

A return to the battlefields of WW II, *iPanzer* lets you command one of three tank models – U.S. Sherman, German Panther, and Soviet T-34 – in combat across a wide variety of battlefields. As with *iM1-A2 Abrams*, I-Magic's first tank game, you'll also be given the chance to control a variety of other vehicles from a command perspective. Given the technology of the day, expect combat to be a lot more furious and close-in, and with the new graphics engine planned for the game expect better visuals as well. –*Windows 95*

Mortal Revenge

Announced at E3, this one's a sequel to *Fallen Haven*; in it, you apparently continue the fight, this time trying to kick the invaders of the planet Haven. Several problems with the original game system will

iA-10

iPANZER '44

be fixexd, and multiplayer support will be added. –*Windows 95*

Semper Fi

A wargame representing small-scale hypothetical Marine actions around the globe, with battle in places like Korea, Cuba, and Iraq. While there's plenty of detail hidden inside the engine, gamers are presented with a fairly simple user interface. Turn-based, the game eschews the traditional "Igo/yugo" style of play for an initiative-based system where the high training and morale of the Marines is balanced by the large numbers of units the OPFOR can field. –*Windows 95*

Shattered Reality

An action/sim game that drops you into the cockpit of one of 24 hovercraft-style vehicles. Choose your career path (be it mercenary, trader, pirate, spy, or bounty hunter), outfit your vehicle from a selection of 20 weapons systems, and zoom out through either the 150 missions in the linear story or any of the hundreds of non-linear missions. – *Window 95*

War, Inc.

A real-time strategy game, *War, Inc.* hopes to distance itself from the crowd by providing a detailed game outside the battlefield as well as in. Sure, it has the typical *C&C*-style tactical battles, but it also has higher-level operational planning (you can move units between tactical battle zones, set up bases in one area in preparation for assault on another, etc.). In addition, you have to manage your business at a strategic level, playing the stock market and preparing weapons designs before going into battle. –*DOS, Windows 95*

INTERPLAY

Atlantis

Developed by Cryo, *Atlantis* is a visually-rich adventure game in which you play the role of Seth, a young chap out to ensure the security of the throne of Atlantis. Cross five continents in your quest, meeting all sorts of strange people and encountering fantastic machines. –*DOS*, Windows 95, *MacOS*

Crime Killer

Adam 12 meets *Interstate 76*... Take control of one of three futuristic police vehicles as you battle crime in different sectors of a city. Select the vehicle and weapons mix appropriate to the situation, and get ready for complications from disasters like earthquakes, volcanoes, and the trashing of your local Dunkin' Donuts. First- or third-person perspectives, 60 frames per second graphics, and a "crime-cam" for replays are all included. – *Window 95*

Die by the Sword

Perhaps best described as *Tomb Raider* meets *Mortal Kombat* meets *Hexen*, *Die by the Sword* is a 3D action game with elements of all three: detailed 3D environments, fighting, and an overall fantasy look and feel. Instead of motion capture, they've has used an equation-based scripting system called VSIM Motion Control to recreate realistic motions and to provide on-the-fly action creation. You'll encounter over 20 enemies with different attacks, strengths, and maneuvers, or you can fight with other humans. In quest mode you'll have to rescue a friend, dealing with enemies and traps along the way, whereas melee mode is more like traditional Deathmatch gaming. –*DOS, Windows 95*

Dragon Lore II

You are Werner von Wallenrod, son of Dragon Knight Axel von Wallenrod. While you've been knighted as well, a power-hungry lord declares that all Dragon Knights must have a dragon, and yours has gone mysteriously missing. To secure your title and save your land you must find him, encountering danger and evil along the way. –*DOS*, Windows 95

Fallout

Fallout is a classic RPG with plenty of modern touches. Set some 80 years after a nuclear holocaust, you play a character who must emerge from an underground shelter to search out equipment you need to keep the shelter running. Maneuver through detailed isometric environments, meeting – and sometimes fighting – hundreds of characters and plenty of danger. –*Windows 95, MacOS*

Hardwar

A 3D action game in the vein of *Elite* or *Privateer*. Fly your choice of ships through a 3D post-Apocalyptic city, taking on odd jobs here and there... jobs like demolition, assassination, or bounty hunting. Accept either fixed, pre-determined missions or just wander about to see what comes your way. Build up your ship, stay out of (major) trouble, and see where the life of a mercenary leads you. –*DOS*

M.A.X. II

An sequel to Interplay's stealth strategy game that came out right after last Christmas, *M.A.X. II* has several new features. A true real-time mode has been added, and gamers can choose different complexity levels depending on the style of game (simpler rules for real-time, more complex for turn-based). You can now play either human or alien sides (the aliens are semi-organic, not built but born and therefore quite a different experience). Eye-candy improvements (16 bit graphics) and many other tweaks and additions should make this a true sequel instead of just a rehash.

Of Light and Darkness

A real-time 3D adventure game whose story revolves around the coming millennial flip flop (no, the Millenium Bug is not involved). Throughout time light and dark has battled, with mankind caught in the middle; every thousand years a gate opens through which humanity could save itself, but each time neither the forces of light or dark prevailed and the gate closed. This chance number seven, but who will be the lucky side? –*Windows 95*

SHATTERED REALITY

WAR, INC.

DIE BY THE SWORD

FALLOUT

OF LIGHT AND DARKNESS

DAIKATANA

ION STORM

Anachronox

From Tom Hall, formerly of 3D Realms and id, this 3D action/RPG is said to bring more personality and humor into the genre. Travel through towns, planets and dimensions collecting weapons and technology that'll help you solve the game's puzzles. *–Windows 95*

Daikatana

The first game from *Doom* and *Quake* designer John Romero, this 3D action game based on the *Quake* engine takes place in four different time periods. Talk about a high-concept plot: you're Hiro Miyamota in search of the lost cure for AIDS. Plans call for 64 monsters, 32 weapons, 33 original songs and a different color palette for each level. The version shown at E3 was far from complete, and was the only *Quake*-engine game not being displayed on 3Dfx hardware (it was also running in 320x200 resolution… those were the days). *–Windows 95*

Dopplganger

This 3D strategy game is from Todd Porter, formerly of Origin and 7th Level (where he worked on *G-Nome* and the upcoming *Dominion*). Said to combine the "intence chaos of an action game with the strategic elements and layers of complxity found in a strategy game." *–Windows 95*

JANE'S COMBAT SIMULATIONS

F-15

The latest simulation from Andy Hollis features realistic flight models and a psuedo-dynamic campaign (what you do in one can affect the next). Members of the team have worked on *F-19 Stealth Fighter*, *F-14 Fleet Defender* and *F-15 Strike Eagle III* (yes, it's a bunch of ex-MicroProse people). *–Windows 95*

KALISTO ENTERTAINMENT

Dark Earth

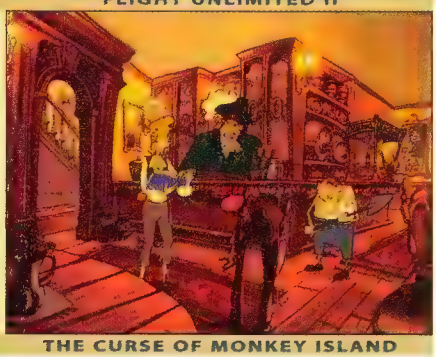
The company formerly known as Mindscape Bordeaux has inked a deal with Electronic Arts Distribution to publish *Dark Earth*, a game that received a fair amount of ink elsewhere when it debuted at last year's E3 show. A 3D third-person adventure, it resembles *Alone in the Dark* or *Resident Evil*, only with the advanced visuals that we've come to expect from the French. A meteor has plunged the world into darkness and you must uncover plots of murder, treachery and greed in order to unlock the secrets of the past. Or something like that. *–Windows 95*

THE FIFTH ELEMENT

The Fifth Element

Based on the movie, this third-person 3D adventure puts you as a human trying to stop a comet from reaching Earth. With a scantily clad alien girl named Leeloo, you need to discover four stones that represent the basic elements to save Earth. Control Leeloo or Bruce Willis through 15 3D levels. *–Windows 95*

FLIGHT UNLIMITED II



THE CURSE OF MONKEY ISLAND

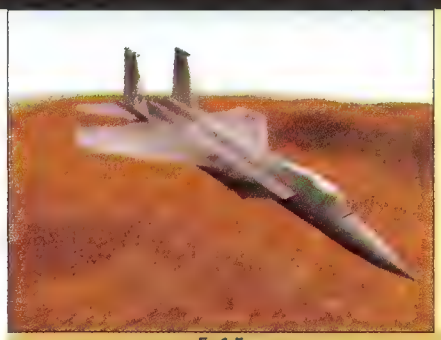
KOEI

Enigma

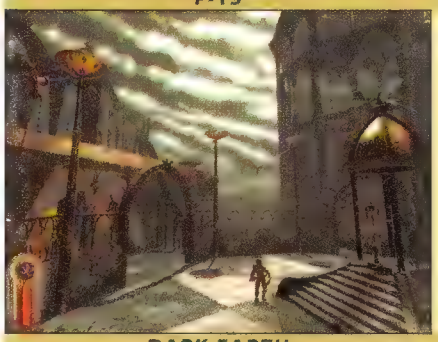
This third person perspective 3D adventure game spans the globe. Set in the 1920's, it follows the exploits of three young characters trying to solve a mystery. *Enigma* is a joint development between Koei and NEC, taking advantage of their Power VR acceleration. Imagine Scooby Doo meets Indiana Jones meets *Alone in the Dark*. *–Windows 95*

Bandit Kings II

Koei's venerable strategy game engine is focused this time on the development of a single fortress in ancient China. Eventually, the Emperor of China enlists your aid to defeat a rebellious underling. SimWarlord? *–Windows 95*



F-15



DARK EARTH

LOOKING GLASS

The Dark Project

From the folks who brought you some of the most highly regarded (if under sold) action-adventure/RPG games (*Ultima Underworld*, *System Shock*) comes the this tentatively-titled action-RPG game. Take on the role of medieval thief who must move through a fantasy world using stealth and ambush instead of reflexes and massive firepower (in other words, a camper's delight). A reactive AI will make things tough on the player, but the interactions between the NPCs will give clues you'll find useful. *–Windows 95*

Flight Unlimited II

Yet another leap up in realism, this sequel lets you fly over 11,000 square miles in and around the San Francisco Bay area. You'll find it's busy air space, too, with up to 450 other planes (complete with radio traffic) and a variety of controllers (tower, approach, departure, etc.). Five aircraft, 48 airports, and some very impressive visual/modeling effects (rain streaking the windshield, for example) make this a worth-looking follow-on to the original. *–Windows 95*

LUCASARTS

The Curse of Monkey Island

Welcome the long awaited third chapter in the popular *Monkey Island* graphic adventures series. *The Curse of Monkey Island* once again finds Guybrush Threepwood taking up dull blade and rapier wit against the nefarious demon-pirate LeChuck to save Elaine Marley, his true love, from becoming the evil pirate's bride. With the legacy of Ron Gilbert in each tent stake, the love triangle between the unlikely three continues in this third person 2-D point 'n' click. And what about the controversial ending to *Monkey Island 2* involving Guybrush's little brother Chuckie? We're told that all will be revealed here. Hold your breath. *–Windows 95*

Jedi Knight : Dark Forces II

This highly anticipated multiplayer sequel to the award-winning Dark Forces, continues the story of Kyle Katarn as he pursues a quest into his past and learns the mysterious ways of the Jedi. With this knowledge he must stop seven Dark Jedi from unlocking the powers of an ancient Jedi burial ground. With Internet capability and three multiplayer styles, this first-person 3D action game fulfills Star Wars game fans' ultimate wish – an opportunity to experience the power of the Force and, with lightsaber in hand, become a Jedi master. *–Windows 95*

Shadows of the Empire

Here we have a Windows 95 version of the popular Nintendo 64 action title. *Shadows of the Empire* chronicles a new chapter in the Star Wars saga in which the emergence of a criminal underground threatens to upset the balance of power in the galaxy. *–Windows 95*

Who Wants Some Wang?

More levels than a Tokyo skyscraper

Tanks, bulldozers, boats, forklifts. Drive to kill

Keys to face combat under. Kick butt karate-style

Shadow Warrior is here. Lo Wang.

#1 Assassin. #1 Yakuza abuser.

#1 Freak fragger. #1 Mutant mutilator.

#1 reason to be scared of the dark.

#1 Son-of-a-Bitch. So say Sayonara to all the Ninja wannabes that have gone before and put on your combat sandals... Lo Wang is coming to the Land of the Rising Sun to turn out the lights. Shadow Warrior. The Zen is going to hit the fan.

"There's no doubt that Shadow Warrior cremates the competition."

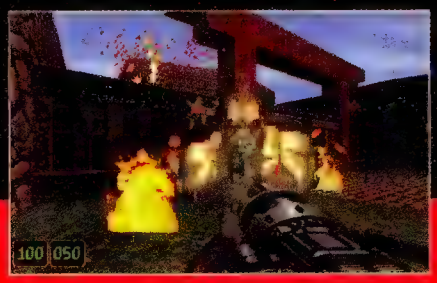
GameSlice Weekly

Fog, multi-colored lighting, transparent water...total immersion.

More hi-jinks, lo-Wang speak, and total interaction than Duke Nukem 3D

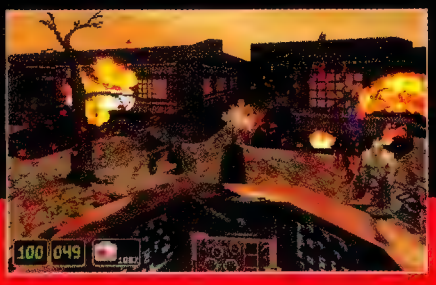
4-Player Wanglang deathmatch, Lo-Up and team play modes with all-new Hunkingpong option.

Throwing stars, UZIs, 4-barrel shotguns and more



Swim, climb, drive, go anywhere, do anything!

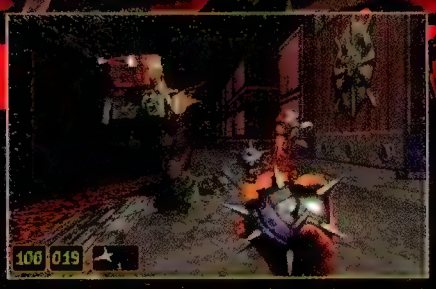
Rotating 3D gun turrets to mow down enemies



FRESH FROM THE CREATORS OF DUKE NUKEM 3D™

Lo Wang™ is

Shadow Warrior™



3M-area Build Editor for designing and destroying your own environments

GET YOURSELF A SLICE OF THE ACTION IN STORES...NOW!

or download the shareware at www.shadowwarrior.com

RATING PENDING RP CONTENT RATED BY ESRB

www.ten.net

developed by 3D Realms

www.3drealms.com

GT Interactive Software

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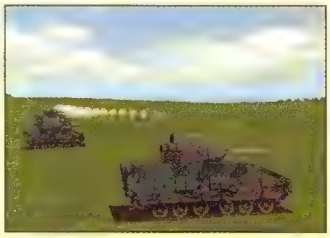
MICROPROSE

M1 Tank Platoon II

If you ask a sim fan what "the" tank game is, he'll almost certainly say MicroProse's venerable *M1 Tank Platoon*, a game that many are still playing today. The old classic, however, is showing its age, and with competition out now (I-Magic's *iM1-A2*) or coming (NovaLogic's *Armored Fist 2* and DID's *Tank!*), it's bound to fade in the minds of many... at least until *M1 Tank Platoon II* ships.

Long rumored and finally unveiled at E3, this is a very ambitious sequel. Even in this early stage the visuals are strong, with detailed representations of vehicles and terrain (currently tree lines are only as 2D, but this is supposed to change). The game will model the commander and gunner positions in a combined "virtual cockpit" based on the actual M1 interior, with all of the -A2 variant systems like IVIS and CITV. While some might miss the driver position, MicroProse has already implemented an "auto hull down" feature in the AI, something that eliminates one of the biggest reasons for a human driver. MicroProse plans on five campaigns, with individual missions generated dynamically; they'll also have a full set of training missions (either five scripted ones they call "Ft. Knox" or full missions against the OPFOR at the NTC).



3D cards will be supported but not required, and up to eight players can join together; for head-to-head play only they're adding the Challenger and Leopard tanks (we assume the mark II models of both). – *Windows 95*

Star Wars Rebellion

The Galactic Empire and Rebel Alliance dramatically collide in this single and multiplayer real-time grand strategy game. *Star Wars Rebellion* challenges players to build, deploy and direct the Empire or Rebel forces to victory. –*Windows 95*

MAXIS

Chromaform

This real-time strategy game features creatures doing battle for control of various territories. It's not who builds units fastest, but who creates the "right" units. Combine movement ability with an attack or defensive ability and send them out to battle. –*Windows 95*

Crucible

This multiplayer fantasy action game allows you to control one of eight different hero types, each with unique powers, battling 24 different monsters in six worlds, with ten levels per world. In the multiplayer game, players may control the monsters or the heroes. –*Windows 95*

Nightfall

You control a group of scientists terraforming a planet. You're suddenly attacked by an alien race, and it's up to you to convert your tools into weapons in order to fend off the invading horde. Like *Magic Carpet*, the 3D terrain will constantly shift and change, with players able to generate volcanoes or collapse caves in order to defeat the bad guys. –*Windows 95*

SimSafari

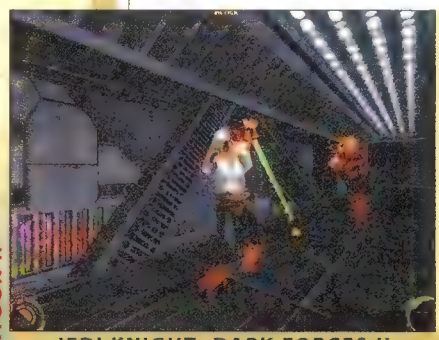
Hang out in the African Savanna with the latest *Sim* product. Design and manage your own African wildlife refuge – complete with wild animals and exotic plants – while trying to coexist with a neighboring village and enticing tourists to visit. –*Windows 95*

Streets of SimCity

Choose between five different cars and battle drivers with oil slicks, missile launchers, smoke screens, machine guns and mines. Earn money for winning races and upgrade your car as you go along. Network play is supported for up to eight players. –*Windows 95*

Tycho Rising

After *SimCity*, a space colony simulator is probably the one product that Maxis fans have desired the most. *Tycho Rising* is a lunar colony simulator that's more interested in entertainment value than hard science. Manage limited resources and eventually build up your base to the point of not requiring the support of the powers back home. Players start out with a small base and use limited local resources to build their settlement into a self-sufficient colony. To develop their base, you command robots to help establish colony facilities such as habitats, mining operations, research facilities and factories. You'll have to avert disasters, trade with other colonies, or fight with them in real-time. –*Windows 95*



JEDI KNIGHT: DARK FORCES II

CHASM

SUBMARINE TITANS

MEGAMEDIA

Admiral: Ancient Ships

This second game in the *Admiral* line takes gamers back to ancient times, when oar power was king and Greek fire dreaded. While there's a quasi-historical base to the game (play from Greek, Roman, or Eqyptian perspectives), some mythological spice has been added to liven things up (watch out for those Sirens, eh?). A new real-time engine changes gameplay significantly, as does 3D support (in a strategy game!); four player multiplay, rendered cut scenes, and an editor are all included as well. –*Windows 95*

Chasm: The Shadow Zone

Strange "time channels" are messing up history, and it's up to you to travel through them to set things straight. Many creatures who've moved along the channels have been twisted, and your primary job will be blowing them away across 14 interconnected missions in this 3D shooter. Adds some nice touches to the first-person shooter genre, including targetable regions on the creatures' bodies. –*DOS*

Outlaw Racers

A 3D racing game that has a touch of strategy. Make it safely between intermediate goals but still complete your longer-term objectives; to win you'll have to

not just bend the rules of the road, you'll have to break them completely. Supports multiple players, gives you eight custom cars, and sports the music of Jan Hammer. –*Windows 95*

Star Nations

Designed along the lines of the classic space-empire builder genre, *Star Nations* lets you dig into empire building to your heart's content with activities like politics, diplomacy, research, trade, and, of course, military action. Megamedia says warfare isn't always the best course, and that diplomacy will play a big part in the game. Sharp visuals and Direct3D support should please the eye candy crowd, and a variety of multiplay options should satisfy gamers who prefer to crush their friends. –*Windows 95*

Submarine Titans

A real-time strategy game in an underwater setting. With the surface ecology destroyed and the lands flooded, Man was forced beneath the seas; mine materials and fight for survival. Supports Direct3D and MMX in some of the prettiest strategy game visuals around. Missions may have multiple tasks, and are non-linear; gamers can also create new missions and compete against up to five other players. –*Windows 95*

MICROPROSE

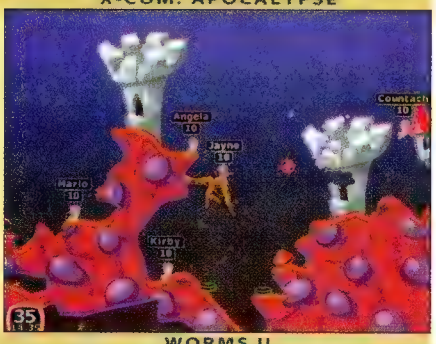
European Air War

After many years of development, this follow-up to *1942: The Pacific Air War* should finally see the light of day this fall. This WWII simulation offers realistic cockpits and promises accurate flight models of 20 different fighter planes, including the P-51, Messerschmitt and Spitfire. A mission-based campaign (with career options) and multiplayer dogfighting rounds out the features. –*Windows 95*

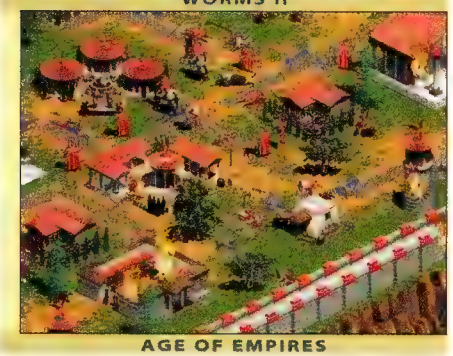
Falcon 4.0

Set in the Korean peninsula, the big gun of modern simulations should finally ship this holiday season, with 3D card support right out of the box (in fact, based on seeing the game running non-accelerated, it's doubtful you'd want to play it without a 3D card due to the drop in frame rate). Take control of an F-16 in a full dynamic real-time campaign, *Falcon* promises the most highly detailed flight models and weapons systems, and realistic terrain based on aerial photography. –*Windows 95*

X-COM: APOCALYPSE



WORMS II



AGE OF EMPIRES

Guardians: Agents Of Justice

Think *X-COM* with superheroes. Now quit drooling. Bur seriously, this turn-based strategy game allows you to control superheroes of your own design (or use 14 pre-designed heroes) and fight those forces of evil in randomly generated isometric environments. Each hero can possess more than 80 powers, modifications and skills that can be combined and altered. It includes multiplayer play, 16-bit color graphics, and support for MMX. –*Windows 95*

MechCommander

Set in the *MechWarrior* universe, you'll be able to direct up to 12 individual 'Mech's as you battle enemy 'Mechs, Elementals and Armored Vehicles. The campaign, with over 30 missions, puts the player in the role of a commander who's trying to take the planet Port Arthur from the Smoke Jaguar Clan. The user interface can be customized, offering the player multiple command options. –*Windows 95*

MECH COMMANDER

MECHWARRIOR III

MechWarrior III

MechWarrior III will be the first home PC game to incorporate the MUNGA technology that FASA uses in their Virtual World BattleTech Tesla System cockpits. Players will battle over a series of environments with the backdrop of a FASA-created story. You'll be able to customize their 'Mechs in the Mech Lab. You can decorate your 'bot with different parts and plaster on unique decals and symbols drawn from the *BattleTech* universe. Or you can create your own, which should prove popular for multiplayer gamers. –*Windows 95*

GUARDIANS: AGENTS OF JUSTICE

Star Trek: First Contact

Based on the movie of the same name, *First Contact* is a 3D action/adventure utilizing the Epic MegaGames' *Unreal* 3D engine. The beauty of that engine will allow MicroProse to recreate the Enterprise-E as the player battles the evil Borg for control over the ship's crew and systems. You will be able to jump to and from multiple *Next Generation* crew members, including Jean-Luc Picard, William Riker and Data, in single-player mode. Players will be forced to alter their tactics over the course of the game in order to defeat the constantly evolving Borg. –*Windows 95*

X-COM: Apocalypse

The third game in the series is set in MegaPrimus in the year 2084. The latest edition scales back the action to a single city, where it's up to you to uncover and thwart the alien invasion. Since the demo version appeared, developer Mythos Games has been working on the AI and other tweaks based on player input. The game will remain optionally turn-based or real-time, and according to MicroProse reps, don't dismiss the controversial real-time game until you've spent some time with it. We'll see about that... –*DOS*

Worms II

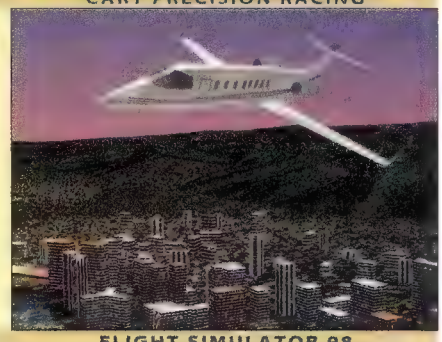
The sequel to the cult hit finds worms still doing turn-based battle, only this time with high-resolution graphics. The game will ship with an editor, over 60 new weapons, and eight player multiplayer. –*Windows 95*

MICROSOFT

Age of Empires

Designed by Bruce Shelley, who co-designed *Railroad Tycoon* and *Civilization*, *Age of Empires* plays like a mix of *Civilization* and *Warcraft*. Another real-time strategy game, it adds things like tech-trees and modifiers that are dif-

CART PRECISION RACING


FLIGHT SIMULATOR 98

RIOT

ferent for each civilizations, true fog of war, 3D terrain, multiple winning conditions, and impressive visuals and animation. *–Windows 95*

Anarchy

Combining action with strategy (a la 3DO's *Uprising*), you control a dozen vehicle types from either a first-person view or from overhead. It will be optimized for the Pentium II processor, MMX and AGP, and also support Direct3D. *–Windows 95*

Baseball 3D

Requiring a 3D accelerator card, *Baseball 3D* is an action baseball game a la *Triple Play 98*. It's being developed by WizBang! Software, who created *HyperBlade* for Activision, and like that game, it uses their scripting AI language called ADLIB for managerial decisions and for the control of players on the field. It's a physics-based game, so there are no fixed paths for balls as they fly off the bat – calculations are made based on velocity, gravity, ball spin and wind resistance. Motion capture has been used for animation, and certain players will have their faces mapped on the polygonal figures which, as always, is creepy. *–Windows 95*

CART Precision Racing

With no *IndyCar Racing III* in sight, it'll be up to Terminal Reality to give is our CART fix. It's open wheel racing at its fastest (thanks to 3D accelerator support). The graphics look good, with extremely detailed car models, and a promise that the car physics will be right on. One innovative feature is a view of the action that follows where your head would actually look during a turn (toward the exit), rather than straight ahead. Another welcome feature is the "Car Setup Wizard" that asks you questions about your car's performance (or lack thereof) and tells you what to change (or does it for you). *–Windows 95*

Close Combat: A Bridge Too Far

Invade Holland in this sequel to Atomic Game's well-received real-time wargame. Like the first game in the series, a sophisticated psychological model is used to simulate actual battle conditions, and their effect on the soldiers. Command the Axis or Allies in a fight to control five different bridges during World War II. *–Windows 95, MacOS*

Direct Engine

Developed by Monolith, this 3D engine will be trying to do for Microsoft what *Unreal* and *Quake* has done for Epic and id respectively – cash in on people who don't have the money or time to develop their own 3D technology. *–Windows 95*

Flight Simulator 98

The last *Flight Simulator* looked a bit on the dowdy side, but with Direct3D, MMX and force-feedback support, it's finally back up to speed, technologically speaking. It will feature three new aircraft, a Cessna 182 Skylane, Learjet 45 and a Bell 206B JetRanger III helicopter (*very* difficult to fly). It also includes 3000 airports, 20 new U.S. cities, a photorealistic Hong Kong, multiplayer, airshows and races, aerobatic competitions and other fun stuff. *–Windows 95*

OutWars

Control space troopers against an alien insect force (hmm, sounds like *Starship Troopers*). Play from a third-person view of your jetpack equipped character. It will support Pentium II, MMX, AGP, Direct3D and force-feedback *–Windows 95*

Riot

Exclusively previewed a few months ago, this 3D shooter developed by Monolith features big robots that can transform on the fly doing battle in all sorts of locations. Microsoft will be giv ing away server software with the game, and doors can be links to other *Riot* servers, allowing a potentially enormous game world. Includes support for all of the above technologies. *–Windows 95*

NEW WORLD COMPUTING

Might and Magic VI: The Mandate of Heaven

The *Might and Magic* series has been one of the most beloved of role-playing fans worldwide, and another chapter is scheduled to see the light of day late this fall. You'll lead a party of four adventurers in a non-linear sequence of quests. Characters are completely customizable, giving you a chance to create a completely unique party each time you play. Over 100 NPCs enjoy enhanced AI; they become effected by your actions, their own "self interest" or dozens of other factors. New technologies include the Horizon engine, used for outdoor environments, which offers 360-degree movement in all directions including vertical; and the Labyrinth engine, which combines point light sourcing and true 3D rendered sprites for a realistic indoor experience. *–Windows 95*

NOVALOGIC

Armored Fist 2 - M1A2 Abrams

While the original *Armored Fist* had trouble with pixelization (voxelization?), this remake (based on the new "Voxel Space 2" engine) looks much better. Take direct control of up to 32 M1-A2 tanks (along with other vehicles) in some 35 missions set in four theatres. While there is plenty of eye candy, the simulation aspect hasn't been ignored; several tank positions are modeled in some fashion, as are some of the newer -A2 variant systems like the CITV and IVIS. *–DOS*

F-22 Raptor

Barely even mentioned at E3 (let alone shown) was NovaLogic's next F-22 game, *Raptor*. Unlike their *F-22 Lightning II*, *Raptor* is being billed as more of a serious simulation, although they also said that it "will take a more story-oriented approach for greater depth of play." The graphics engine will be enhanced, as will Internet gameplay; support for MMX systems will also be included. *–Windows 95*

OCEAN/INFOGRAMES

Infinity War

A working title for the only game Ocean actually showed us, *Infinity War* puts you in charge of a corvette-sized spaceship and her crew as you work through some 40 missions. While space combat (reminiscent of *Wing Commander*) is a big part of the game, you'll put much more effort into commanding a larger ship (dare we make the *Battlecruiser* comparison?) – many ships systems and stations

ARMORED FIRST 2

INFINITY WAR

Send a chain letter on your lunch hour

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You are not alone

Join the most popular game online. Day or night, you'll find thousands of other players eager to quest for treasure, romance, magic, monsters and adventure.

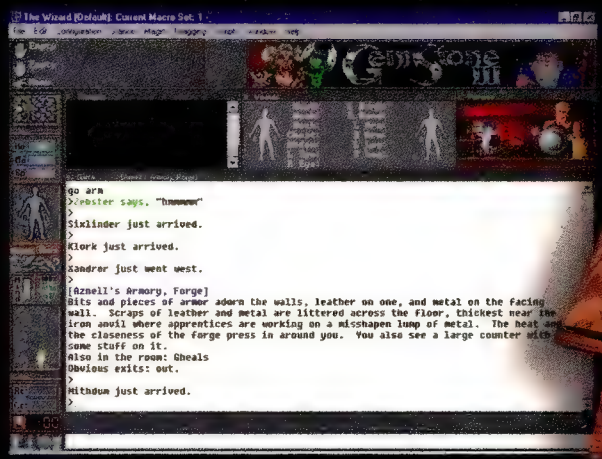
Play it right now

Five minutes is all it takes to download the free software. Then the giant doors swing open into a fascinating fantasy world already alive, thriving and filled with new friends.

Limitless as your imagination

GemStone III is a vast, MUD-style game specifically designed to bring thousands of players together in a continuously evolving adventure. The world inside Gemstone III is so rich in inventions and possibilities, your game may never end. All you have to do is begin.

Only $9.95 for a month of play.
Try it now and play FREE for your first two weeks.


go arm
>Zebster says, "hmmmm"
>
Sixlinder just arrived.
>
Klork just arrived.
>
Xandror just went west.
>
[Azmell's Armory, Forge]
Bits and pieces of armor adorn the walls, leather on one, and metal on the facing wall. Scraps of leather and metal are littered across the floor, thickest near the iron anvil where apprentices are working on a misshapen lump of metal. The heat and the closeness of the forge press in around you. You also see a large counter with some stuff on it.
Also in the room: Gheals
Obvious exits: out.
>
Mithdum just arrived.
>

play 2 weeks for FREE

Created by
SIMUTRONICS CORPORATION

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are modeled in some detail, and you have to worry about a lot more than checking six.

PLAYMATES

Adrenix

This 3D shooter takes place over cities and has over 20 levels, mission with multiple objectives, and a story that develops over the course of the game. *–Windows 95*

D-Day 99

Those wacky Nazis travel ahead in time, retrieve some cool weapons, and return back to WWII a wee-bit more powerful. It's up to you to stop their attack. Fly an Apache helicopter to help protect the Allies in the battle of Normandy. *–Windows 95*

Flying Tigers

The first simulation of the American Volunteer Group from WWII, fly a P-40B Tomohawk fighter for the Chinese against the Imperial Army of Japan. *–Windows 95*

PSYGNOSIS

Formula 1 '97

The sequel to the PlayStation game will add more spectacular collisions and crashes, plus the drivers from the 1997 season. Plus the always important Dolby Surround and Q-Sound (for both of the people who have systems that support them). *–Windows 95*

G-Police

With 3D accelerator support out of the box, this "all-action flight-shooter" should be right up action gamers' alley. Patrol the skies of a futuristic cityscape and blow things up. *–Windows 95*

The Island of Dr. Moreau

Based on the original HG Wells classic, not the recent movie, players take the role of Edward Parker, a young anthropologist shipwrecked on a tropical island at the turn of the century, and you have to figure out how to get the hell out of there before Brando starts... oh yeah, it's not based on the movie. Expect fighting, driving and exploration. Not to mention lots of weird looking animal-humans. *–Windows 95*

Overboard!

It's a top-down swashbuckling 3D action/puzzle sorta thing. Captain a galleon on a quest to discover treasure and take out your enemy, the legendary Blowfleet (was Blowfly, the legendary X-Rated rapper, not available?). *–Windows 95*

Profiteer

You're the leader and pilot of Earth protection organization and have to battle alien races and deal with environmental hazards such as hurricanes and plasma clouds. 3D combat, 3D support, etc. *–Windows 95*

Psybadek

From the creators of *Wipeout* comes this 3D platform game that takes place on snowboard-style "hoverdeks." Starring Manga skate punks Xako and Mia, who are, according to Psygnosis, the "most contemporary characters in gaming," this looks like a marketers wet dream, and will likely be of interest to teens throughout the world. *–Windows 95*

Rascal

Another 3D platform game, *Rascal* comes from the folks who made *Mickey Mania* and *Toy Story* for Disney. Jim Henson's Creature Workshop has worked on the character design, so expect really cool, uh, characters. You're a kid who takes a time-machine for a test drive into 21 levels of fun fun fun. *–Windows 95*

Respect Inc.

Now this sounds original. You're a gangster who has to take over the city of Chicago. Bribe cops, hire tailors for that gangster "look," hire hitmen, perform drive-by shootings – hey, is this the past or a simulation of Los Angeles, 1997 – strong arm opponents and basically kick the crap out of those who would oppose you. Sounds completely reprehensible, which is why it sounds completely fascinating. *–Windows 95*

Sentinel Returns

In this update of an 80's classic, your have to defeat the Sentinel and progress through the landscapes to the final, ultimate battle. Create robots to transport you and track the Sentinel in the domains of Earth, Air, Fire, Water and the Void. *–Windows 95*

ShadowMaster

Inspired by the work of fantasy artist Rodney Matthews, *ShadowMaster* is a 3D shooter with 16 levels of action. The 3D engine promises dynamic lighting, spectacular shield and debris effects and, of course, lens flares. *–Windows 95*

Wings of Destiny

This flight simulator allows you to fly four different WWII aircraft: the Messerschmitt; the P51 Mustang; the ME262 German Fighter; and the Spitfire. The plan is for detailed flight models, a virtual cockpit and digital elevation maps to recreate the actual terrain. *–Windows 95*

Zombieville

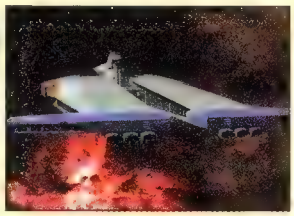
Dawn of the Dead goes 3D. Enter the Zombie-infested Town of Bedlam and exorcise their living nightmare. Or just kill Zombies. *–DOS*

RED ORB ENTERTAINMENT

Assault

Tentatively titled, *Assault* is a product that's something of a surprise, coming as it is from Trilobyte, the folks best known for *The 7th Guest*. An Internet-only action game, it puts you in command of a variety of vehicles

Wing Commander: Prophecy



Shown only behind closed doors, the newest version of Origin's venerable series is minus its creator, Chris Roberts, and touts a return to the "gameplay first" designs of the original two games. What that means is you'll have less video and more missions, with more interesting objectives. The game, now headed up by Frank Roan, *Prophecy* won't put you in the shoes of Blair; instead, you'll be a new recruit working your way up the ladder.

An all new 3D engine, supporting 16-bit color and said to be considerably faster than the previous one, supports 3D accelerators. Also new to the game are multiplayer battles that are operated outside of the single-player story-based game. Expect cameos from Mark Hamil, Tom Wilson and Ginger Allen from the previous games.

A new alien menace has been conceptualized by renowned artist Syd Mead (who did the visual design for the movie *Blade Runner*, among others). Organic looking, the one alien ship shown could split into three separate ships or link together to create an even more formidable foe. On the Confederation side, they've changed the scale of the player ships to the capital ships, and the effect is quite dramatic. Flying along the edge of the ship, it took at least a minute to pass completely over it (and the frame rate, with a 3Dfx card, remained constant).

Wing Commander: Prophecy should be taking off this holiday season. *–Windows 95*

What Went Wrong?

POSTAL

Find out at www.gopostal.com

Download the free mini demo on our website or call 1-888-797-5867 for a fully loaded demo disk (use the code words "lethal injection"). And yeah, there is a charge - but don't go Postal - it's only 5 bucks.

RUNNING WITH SCISSORS

ripcord GAMES

RATING PENDING
RP
CONTENT RATED BY ESRB

A NEW BREED OF RPG

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State-of-the-art digital animation lets you see the emotions of the people you talk to. Watch someone smile at your compliment or grow angry at your insults! Your decisions will have significant moral implications.

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Meticulous turn-based combat system lets you target specific body parts to wound, cripple, or kill as you see fit.

Over 50 mini-quests with multiple solutions take you through devastated wastelands such as Rad Scorpion dens, Junktown, and the Brotherhood of Steel.

Victims don't just perish they get cut in half, melt into a pile of goo, and explode like a blood sausage into chunks of flesh.

ARRIVING AUGUST 1997

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Fallout

A POST NUCLEAR ROLE PLAYING GAME

G POLICE

WINGS OF DESTINY

as you battle with human teammates against an alien threat. *–Windows 95*

Journeyman Project 3

The next game in this well regarded series of time travel adventure, you start the game with a message from the fugitive Agent 3 (the same agent who framed you for temporal crimes you didn't commit in the last game). Your curiosity (not to mention your ire) aroused, you take off in an attempt to apprehend her, coming across previously lost civilizations in your trips through time. *–Windows 95*

Riven: The Sequel to Myst

What can we say? The sequel to the best selling computer game, *Riven*'s been veiled in secrecy. Taking off where *Myst* left off, it's up to you to rescue Atrus' wife Catherine, who is trapped in an otherworld known as Riven. Cyan (the developers) are promising better puzzles and even better graphics. Also, the world is no longer empty, now sporting persons both human and in-human. *–Windows 95, MacOS*

Take No Prisoners

From the developers of *Heretic* and *Hexen*, *Take No Prisoners* is a new perspective on the 3D shooter genre. With a nearly overhead perspective and multiple zoom levels, Red Orb believes they deliver a gameplay environment that lets you strategize your moves. Non-linear levels, different multiplayer games (including group play), and lots and lots of weapons, items, and even vehicles. You play a lone mercenary fighting his way through a devastated city to its mysterious central power source. *–Windows 95*

WarBreeds

A real-time strategy game where genetics (of a sort) plays a big role. Take on one of four sides, each with a set of creature/machine hybrids with different strengths and weaknesses. You can add and remove items to the creatures, even taking parts from vanquished foes. *–Windows 95*

Warlords III: Reign of Heroes

The next title in the classic series of fantasy strategy, *Warlords III* adds plenty of new features: a simultaneous movement option, more detailed– but not overwhelming– magic, a better hero system, graphics improvements, and many detailed options. Multiplayer will be fully supported, but there is a fully campaign game and a wide variety of single scenarios for the solo player as well. *–Windows 95*

RED STORM

Planet Texas

A post-apocalyptic world where the only surviving civilization is… Texas? You bet, pardner! Take your vehicle through daytime rodeo-like events and after-dark battles to the death as you match wits with a variety of black-hat types. While fully 3D like *Descent*, your craft stays "stuck" to surfaces, so control isn't as complex and disorientation not as bad. *–Windows 95*

Politika

Using IBM's InVerse Java technology and tied in with an upcoming Tom Clancy book, *Politika* lets players take on one of eight factions (including traditional ones like the military and a revised KGB and non Soviet-style Church and mafia) in a post-Yeltsin Russia. Based on real-world facts and data, the political intrigue portrayed is said to "mirror much of what is going on in Russia today." With game mechanics reminiscent of Avalon Hill's *History of the World*, it is primarily an Internet-only game, although a single player version will be available.

RIPCORD GAMES

Forced Alliance: The Glarious Mandate

A space shoot 'em up similar in concept to *Wing Commander*, Ripcord is working to reduce the video sequences and get gamers right to the missions. Fly one of four configurable fighters in 100 different missions (from escorts to full fleet actions, all on-the-fly modification to improve replay value). Rank matters, as do your actions as you move through the storyline. *–Windows 95*

Hidden Wars

Real-time action-strategy across a string of worlds. Collect desperately needed resources to support your fight against an alien menace. In the game's 48 missions, aliens may be the least of your worries; you've got a superior who doesn't trust you, rebels who might betray you, and your run-of-the-mill mysterious "Sentinals" who "used to" live in the nebula you are mining. Multiple camera views from *C&C*-like top-down to ground-level give a variety of unique perspectives on the action. *–Windows 95*

Postal

Postal lets action gamers go, well, postal, wreaking revenge (or uprooting a conspiracy – depends on your perspective) on a town that's supposedly driven them over the edge. 3D characters roam the 17 hand painted locales; you take them out violently with things like Molotov cocktails, napalm, mines, shotguns, and more. Up to 16 players over LAN or the Internet. *–Windows 95*

Space Bunnies Must Die!

One of the best-named games of the show, *Bunnies* lets you take on the role of a Lara Croft-like character named Allison Huxter as she runs, jumps, flips and – most importantly? – guns her way through ten worlds filled with "horrific armies of bunnified animals." *–Windows 95*

SEGA

Daytona USA Deluxe

Choose from eight different NASCAR autos, three realistic driving perspectives and five high resolution courses in this stock car racer for up to eight players. *–Windows 95*

Enemy Zero

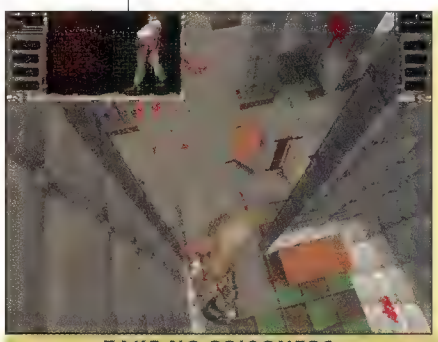
Hunt invisible enemies in this FMV *Doom*-esque corridor crawl. *–Windows 95*

Last Bronx

With Sharks, Jets, Tony and Maria nowhere to be seen, this gang war fighting game takes to the streets of Tokyo and offers eight fighters armed with martial arts weapons *–Windows 95*

Manx TT Superbike

Using real photos and recorded sound from the Isle of Man race adds true-to-life atmosphere to this superbike racer for up to eight players on two tracks. *–Windows 95*


TAKE NO PRISONERS

WARLORDS III

SPACE BUNNIES MUST DIE!

NBA Action '98
Sega's five-on-five comes to the PC in full glory with motion capture technology. Choose from NBA team members, or create your own player from many gaming options. Choose pre-defined plays or design your own. *–Windows 95*

Sega Touring Car Championship
This action racer provides all three tracks from the circuit in a high-speed rush to excellence. Choose from four vehicles including the Alfa Romeo 155 V6T and the Toyota Supra. *–Windows 95*

Sonic 3D Blast
The household word hedgehog hits the PC. *–Windows 95*

Virtua Fighter 2
Choose from 11 different fighters and battle head to head or alone through the black belt tournament. The game kicks via LAN, modem or the Internet. *–Windows 95*

Virtua Squad 2
You are the law in this first person shooting gallery packed with criminals and heavy artillery. Play over a LAN, modem or Internet connection. *–Windows 95*

Worldwide Soccer
Of all the Sega titles for the PC, this may have been the most impressive with great looking 3D animation, 360 degree movement, full instant replay coverage and on-the-fly commentary. There is a four-player network option via LAN, modem and the Internet. *–Windows 95*

SIERRA

3D Ultra Pinball: The Lost Continent
It's more of the same pinball action that you've come to expect from this series. What do you expect, 3D card support? *–Windows 95*

Captives
Kind of a real-time *X-COM* mixed with a bit of *Choplifter*, *Captives* has you searching a colony trying to rescue scientists and civilians being held captive (hence the name) by aliens. *–Windows 95*

Civil War Generals II
This follow-up to the well-received *Robert E. Lee: Civil War General*, will focus on multiple campaigns covering the entire war. An editor will also be included to allow players to create their own battles and campaigns. Command as Grant, Lee or Sherman and fight individual battles or entire campaigns in the Mississippi Valley or Atlantic Coast theaters. *–Windows 95*

POSTAL

VIRTUA FIGHTER 2

CYBERSTORM 2

Cyberstorm 2: Corp Wars
Switching from turn-based to real-time, the sequel adds new terrain and bioderms. Build your units and send them into battle, research new technologies, and defend your buildings from rival corporations. *–Windows 95*

Demon Isle
Created by the curiously named Cat Daddy, *Demon Isle* plants you in the land of Magincia, where leaders are willing to pay a bounty to the person brave enough to go to the Demon Isle and destroy seven temples of evil. A 3D shooter/RPG, its allows 16-player Internet play (right) and has a 3D engine that creates fractally enhanced terrain and polygonal objects. It also supports MMX and Direct3D. *–Windows 95*

LORDS OF MAGIC

QUEST FOR GLORY V

Earthsiege 3: Future Wars
The latest in the series adds multiplayer and a variety of configurable vehicles, including Hercs, overcrafts, tanks, and various aircraft. Graphically, it's probably the best looking big-robot game coming out this year. *–Windows 95*

Front Page Sports Football Pro '98
This new version will feature enhanced arcade play, celebrity play-by-play (blecch), player cards for every NFL player, new motion-capture and, most importantly much much more. *–Windows 95*

Front Page Sports: Ski Racing
You wanted basketball and hockey, but got *Ski Racing* instead. Six courses from Whistler, Vail, Park City and Aspen with events like downhill, slalom, giant slalom, Super G, or a combination thereof. *–Windows 95*

Front Page Sports: Trophy Rivers
PC fly fishing. Fish any of five blue-ribbon streams in North America for the biggest salmon, trout, steelhead or 15 other species. *–Windows 95*

King's Quest: Mask of Eternity
Jumping on the 3D bandwagon, return to Daventry and join Connor in his quest to lift an evil curse that has turned the land's inhabitants to stone. Using the Dynamix 3Space engine and featuring action-oriented combat (complete with bloody decapitations), this is an enormous gamble for Sierra, as it may turn-off long times fans of the series who were drawn to the family-safe Disney-esque fantasy. If it proves to be a success, it may represent the future of the adventure game and drive the final nail in the coffin of the point-and-click adventure. If it fails, it may prove that some genres don't need 3D or arcade action. Either way, it'll be fascinating to watch what happens when it's released this Christmas season. *–Windows 95*

Lords of Magic
A game of alliances, conquest and empire building, with plenty of magical spells (over 160), artifacts of power, over 80 supernatural creatures and multiple heroes, *Lords of Magic* is from the folks who created *Lords of the Realm II*. Multiple victory paths, lots of trading and bartering, multiplayer, 3D maps with 16-bit color graphics and a map editor complete the feature set. *–Windows 95*

Outpost 2: Divided Destiny
It's hard to say if anyone outside of Sierra wanted to see a sequel to *Outpost* (affectionately called *Compost*), but here it is. Turned into more of a *Command & Conquer* clone, it features 80 buildings, 60 vehicles, advanced weaponry, and detailed cut scenes between random missions. Dangerous catastrophes, such as lightning storms, volcanic eruptions, and meteor showers challenge players at every turn. Presumably, all features promised will be delivered in the final product this time. *–Windows 95*

Police Quest: SWAT 2
Command & SWAT? Yup, it's a real-time strategy game, where you control a SWAT team controlling snipers, K-9 dogs, the LAPD helicopter and the SWAT tank. With 15 SWAT and 15 terrorist missions, a new AI engine, multiplayer, and Daryl F. Gates (you missed him, didn't you?), it sounds more interesting than the previous adventures. But

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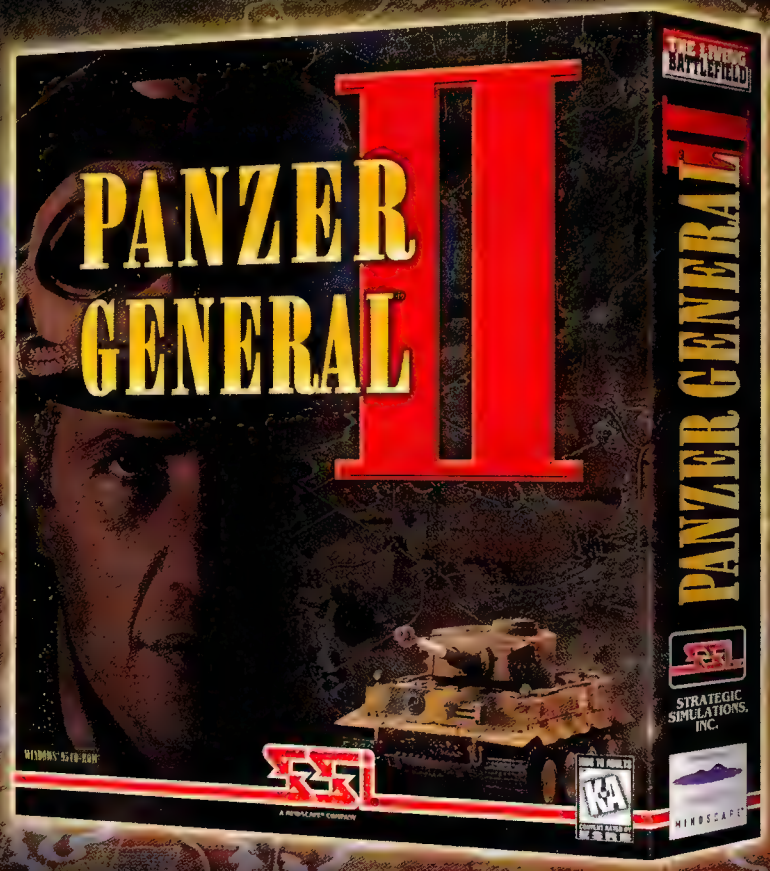

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RED BARON II

FPS: DOWNHILL SKIING

JAGGED ALLIANCE II

wouldn't an *X-COM*-style turn-based game have been even more interesting? We'll see... *–Windows 95*

Quest for Glory: Dragon Fire

Like *King's Quest*, *Quest for Glory* has gone 3D, only it's not first-person. It's more of a 2D/3D hybrid, with a character that wanders in 3D in beautifully rendered environments. While it seems that *King's Quest* would have benefited more from this engine (and vice versa), you can still expect the usual combination of role-playing and adventure that the series has been rightly praised for. You'll have six missions where your three heroes must determine who murdered the former king. Real-time action combat and multiplayer support for up to eight players round out the features. *–Windows 95*

Red Baron II

Running neck-and-neck with *Falcon 4.0* for the title "Most anticipated simulation in1997," it's already behind in one vital area – 3D card support. However, word on the floor is that 3D card support may be retrofitted to the product (unfortunately, it's not as easy as adding a few lines of code to add support when it wasn't planned from the start). Even without acceleration, the visuals are top-notch, and it sports a dynamic campaign and advanced flight modeling. *–Windows 95*

Sierra Pro Pilot

Pro Pilot combines SubLogic's skill at developing detailed, but graphically austere civilian flight simulations with Dyanamix' 3Space 3D technology. It contains over 27 million elevation points for precise geographical representations, and includes 20 major metropolitan areas, major roads, railroads, rivers, and lakes providing easy geographic recognition across the United States and Canada. It's quite likely the most serious competitor for the eternally popular *Microsoft Flight Simulator*. *–Windows 95*

SODA Off Road Racing

SODA stands for the "The Short Course Off-Road Drivers Association" so it comes as no surprise that game simulates some of the trucks and buggies that SODA racers normally pilot. A true simulation, the game has a 3D physics model, with accurate representation (both mathematically and visually) shocks and springs, giving the cars realistic handling. In true Papyrus fashion, accidents will be impressive, with cars getting airborne and wheels and panels flying off. Though the included tracks do not have any real-world equivalents, a track editor will be included to allow people to, no pun intended, roll their own. *–Windows 95*

X-Fighters

A newer version of *Secret Weapons of the Luftwaffe* (something the team admits, with much love for the original), *X-Fighters* is a WWII flight simulator that gives you the tools to change the course of aviation design. Try some prototype planes, or your own harebrained designs in the skies of the Western Front. *–Windows 95*

SIMON & SCHUSTER

Starship Titanic

Douglas Adams presents an interactive adventure in a combination of photorealistic graphics and real-time 3D-rendered environments. The adventure begins when the Starship Titanic, a large and technologically advanced starship, crashes into your home (hopefully not an everyday occurrence). While you are exploring the wreck, it takes off again with you stuck on board. Developers claim a revolutionary new feature...a parser! *–Windows 95*

SIRTECH

Armed and Delirious

Wickedly tongue in cheek is this 5-CD graphic adventure about an eccentric elderly woman in search of her family. Granny travels to five planets and fourteen exotic worlds in this sausage-stuffed romp featuring a fully rendered graphics engine and non-linear gameplay. *–Windows 95*

Excalibur 255 AD

Excalibur has been stolen from its Rodeo Drive showcase window, and you, as Beth, Merlin's apprentice, must travel to the future to retrieve it. 3-D combat and puzzle solving await as you battle hand-to-hand or with magic. Explore over 350 locations and meet 60 people who can make or break your search for the sword. *–Windows 95*

Jagged Alliance II

Meet Son of *Jagged Alliance* as you assemble mercs, scientists, guides and the like into a fighting team that will kick the &(*% out of anyone standing between them and a takeover of the mines of Arulco. Customizable mercs, night missions and non-linear gameplay take the *Jagged Alliance* world to another level. *–Windows 95*

Joe Blow

Combining elements of cartridge and puzzle games is this odd and quirky 3D shooter with free-floating camera angles, pitting a cheeky little monkey against the Emperor of the Dreamworld. *–Windows 95*

Siege

This real-time action/strategy game takes you to the Middle Ages in a quest to create the ultimate kingdom. Command an ever-growing army of soldiers and siege weapons in real time as you set out to conquer or defend progressively more complex castles. Up to eight players may compete in multiplayer mode. *–Windows 95*

Virus

Now this is an odd one...your specific computer architecture is the real-time playing field for this strategy game that plants a pretend virus in your system. Your actual directory structure provides a bevy of hiding places for the virus to creep as you plant cameras, build resources and send spies in an effort to defeat it. *–Windows 95*

Wizardry VIII

We aren't expecting to see this title until fourth quarter 1998, but its debut at this year's show gives us a lot to anticipate. Developers' experiences from *Jagged Alliance* are said to have heavily influenced this game. Full 3D accelerator support will enhance the RPG experience for *Wizardry* fans, and we can look forward to an improved interface, looping phased combat, more control over character skills and monsters that can now split up, surround you and *then* tear you limb from limb. In combat, positions of party members may now be customized for more effective gameplay. *–Windows 95*

Wreckin Crew

This racer provides a fully interactive environment and six tracks, from downtown New York to inside an amusement park. Drive a host of customized vehicles from a '57 Chevy to a heavily modified pickup truck. Hit parked cars to your heart's content. *–Windows 95*

Xfire

Control from one to four commandos in this science fiction action game featuring two full campaigns in a three-quarter isometric environment. Play solo, or on the Internet. *–Windows 95*

SONY INTERACTIVE

Jet Moto

A Sony PlayStation port, this is a race game with jet rocket bikes taking place over 10 different courses. Features include a magnetic grapple for quick turns and support for up to 20 person network play. 3D acceleration and MMX will also be built in. *–Windows 95*

Twisted Metal 2

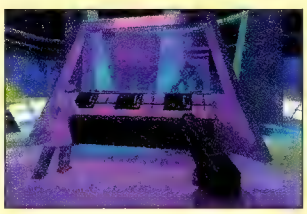
Another port from the PlayStation, this driving game takes place over eight levels of

Half-Life

Everyone wants to be like *Quake*. The number of games using id's 3D engine seem to be increasing on a daily basis, and most are adding a few new wrinkles to their gameplay. Developer Valve is one of those tweakers, and their *Half-Life* was possibly the most impressive 3D shooter at E3, going beyond the "more monsters, more guns" philosophy that others seem to have taken.

An updated version of the *Quake* engine provides true 16-bit color graphics (the other games use eight-bit textures, even with 3D accelerators). The demo version of the game had rooms that showed off its ability to mix multiple light sources, and though it doesn't necessarily enhance gameplay, it's still impressive. The character animation uses skeletal mapping to create realistic movement. It's also allowed them to up the polygon count of each creature (up to 6,000 for a single robot in one location – though it was the only thing moving in the room).

A scripting language will allow creatures in the environment to engage in activities that the player can observe from a distance (the demonstration showed two people arguing, and then attacked by some sort of beast). What could take the game to another level is the squad-based AI. For the demonstration, Valve enabled a visible line-of-sight, and upon entering a room full of troops, they communicated with one another as you moved around the room, forming into lines and taking cover when appropriate.



If all goes as planned, *Half-Life* should be out in November. *–Windows 95*

realistic world locales and adds network capability to the original console game. Twelve different cars and a multitude of weapons and attacks round out this game which will have full support for 3D accelerator cards and MMX. *–Windows 95*

SOUND SOURCE INTERACTIVE

Final Conflict

Since everybody has to have one, this is a real-time strategy title thrusting you into the year 2357 to do battle against the Donanji Marauders. 21 missions, non-linear progression and a bonus mission editor are just a few of the features of Sound Source's premiere offering to the hard-core gamer. *– Windows*

SOUTHPEAK INTERACTIVE

Temüjin

One of the most beautiful adventures on the floor was this psychological thriller that takes place somewhere beneath the floor of the Stevenson Museum. Temüjin, who was better known to the world as Ghengis Khan, ventures to enslave the human race. Again. Players have no concept of their own identity and must recapture lost memories and unveil the plot surrounding the museum's Temüjin collection. South Peak's Video Reality, which has been touted as a "you-have-to-see-it" technology, is everything they promised it would be. *–Windows 95*

20,000 Leagues Under the Sea: The Adventure Continues

Anyone lucky enough to have read Jules Verne's early sci-fi title will be flabbergasted to find out that the Nautilus is *real* and not just another machination of a crazed author. Utilizing SouthPeak's Video Reality technology, this adventure takes the player from the lost continent of Atlantis to the Bermuda Triangle as he or she evades seafaring villains. *–Windows 95*

Dark Side of the Moon

Screenwriter and producer Lee Sheldon has designed and co-written the story for this action/ adventure where the player is Jake Wright, nephew of an escapading uncle who died while pursuing fortune on one of the nine moons of Cepheus-6. The Brave Hope Mining Corporation there is not filled only with ore. Monsters are there as well. Lots of them. *–Windows 95*

SSI

Buccaneer

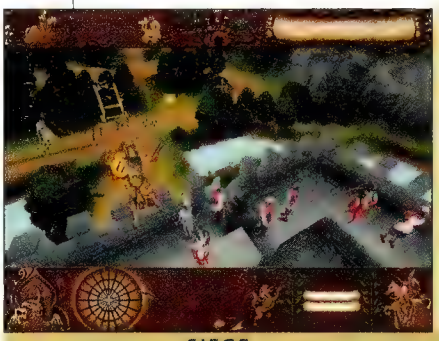
An adventure title that lets you navigate the 18th century Caribbean and northern coast of South America. Take on British, French, or Spanish nationality as you steer your ship and crew from secret, sheltered coastlines of an untamed continent to civilized (but no less dangerous) ports scattered about the Sea. *–Windows 95*

Dark Colony

A real-time strategy game, *Dark Colony* posits a time when Earth colonizes Mars in a big way… only to find that someone else has claims there as well. While true to the *C&C* style of play, many twists have been thrown in; night and day phases, very different sides, flashy graphics, and carry-over of Commander units from one campaign scenario to the next. 40 missions, three terrain types (jungle [*on Mars?*], desert, and underground), and up to eight person multiplayer round out this title. *–Windows 95, MacOS*

Imperialism

Visit an era much like the 19th century where industry and empire meet, and where you attempt to use either to rule the world. Trade, exploration, diplomacy, and military conquest are all tools you'll use in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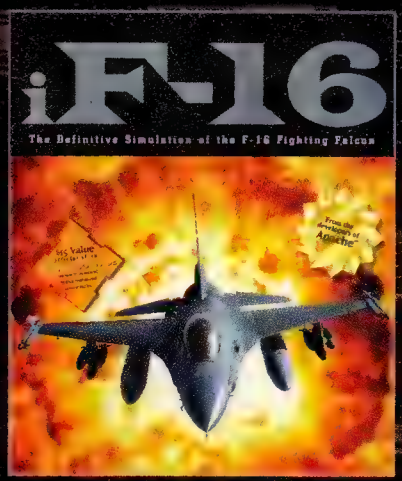

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IMPERIALISM

PANZER GENERAL II

your climb to the pinnacles of power. Includes modem and network support for up to seven gamers, resource generators and random maps for increased playability, technology trees, cabinet ministers to aide you, and a wide variety of military units. *–Windows 95, MacOS*

Pacific General

The last of the original *5 Star Series* of games, this *General* takes you back to WW II and out to the Pacific Theatre. Two-levels of gaming accurately model the strategic movement of fleets and the tactical battles on the islands, while a scenario editor (which includes maps from previous historical *General* games) will extend gameplay. Playing as the Japanese you're campaign ends in San Francisco harbor, while the Allied player gets to attempt the invasion of the Home Islands. *–Windows 95*

Panzer General II

The game that started the *General* craze (and that pushed wargaming into the mainstream of computer games) is getting a rework from the ground-up. While the graphics improvements are obvious, gameplay has been improved as well (still simple to play, but not as "silly" to *grognards*). One large campaign, three mini ones, and new areas of conflict (Leningrad, Tobruk, Malta, etc.). *–Windows 95*

Steel Panthers III: Brigade Command 1939-99

Steel Panthers III moves from the lowest-level tactical battles up to a grand tactical scale. Platoon-sized units and hexes scaled at 200 yards will allow the game to represent brigade and even divsion-sized battles. Includes six campaigns (three WW II, three post-WW II), 35 individual scenarios, and weapon and unit information for 20 WW II-era nations and *40* post-WW II nations. *–DOS*

Su-27 2.0

While regarded as perhaps the hardest-core flight sim since *Falcon 3.0*, the orginal *Su-27* lacked something in the visual department... but no longer! 3D texture mapped terrain based on real-world Russian satellite info, photo-realistically textured objects, and MIP-mapping to give quality terrain visuals no matter the altitude. On the game side, this new version sports a full dynamic campaign system, accurate damage and improved flight modeling, and an interactive training section. *–Windows 95*

Warhammer II: Dark Omen

Real-time *Warhammer* strategy enters 3D in a big way, complete with MMX and 3D accelerator support. Complete freedom of movement, rotation, and zoom are featured, allowing you to keep an eye on your mixed forces of both the mundane and the magical. Also sports a flexible-sounding campaign system that lets you choose your opponents and the place of battle. *–Windows 95*

Warhammer Epic 40,000: Redemption

Real-time strategy in this, the first game set in the *Warhammer Epic 40,000* universe. Fight across 40+ scenarios with the full armies (over 100 unit types) of the Imperium of Man and the Ork Warbosses. Includes four player LAN and Internet, 16 bit graphics, skirmishes, and an encyclopedia detailing the forces represented from this Games Workshop universe. *–Windows 95*

War Wind II: Human Onslaught

Years after the Great Conflict depicted in the original *War Wind*, things are again unsettled on Yavaun. In addition to the two native factions formed after the conflict come two human factions, one based upon military forces and another upon scientists and academics. This real-time strategy game features four campaigns, 46 scenarios, and unique units with abilities like swimming, flying, burrowing, and stealth. *–Windows 95*

STRATEGY FIRST

Man of War

No jellyfish title, this real-time 3D first-person perspective war game places the player in the Admiral's seat, inviting him or her to seafare during the time period between 1765 and 1815 using actual battles such as Chesapeake Bay and Trafalgar. It features large scale fleet action – up to 150 ships in simultaneous battle. Play the AI, or battle head-to-head in network, serial or modem play. *–Windows 95*

T•HQ

Bass Masters Classic

Recreate the Superbowl of professional bass fishing. Unlike other fishing games for the PC, you take on the role of actual top anglers including Davy Hite, Gary Klein, and Shaw Grigsby. Difficulty settings should provide gameplay from expert level on down to "can't touch a worm to put it on the hook." Authentic equipment and "detailed lakes" provide the setting while original music gives the game atmosphere. *–Windows 95*

Brunswick World Tournament of Champions

Another game based on a sport's most prestigious event, this one features, again, actual pro bowlers (down to their shoe sizes?). Use realistic technique and equipment, but remember that you're operating under tournament rules. Set the lane conditions and control ball speed, weight, and spin as you try to keep from slipping on the chili dog someone dropped... *–Windows 95*

The Dark Half

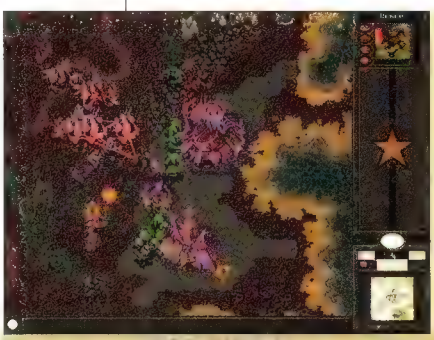
Base on a story by Stephen King, it's up to you to play out the struggle of writer Thad Beaumont and his evil alter-ego, George Stark. Unlike typical adventure games, this one will have two different perspectives: one the pre-rendered world of Thad Beaumont, the other the "rendered-on-the-fly nightmare world" of Stark. *–Windows 95*

Dead Unity

A real-time, 3D rendered adventure. Set in an alternate reality, things don't look so good (well, metaphorically; visually things look excellent with gritty, sci-fi backgrounds and detailed characters, vehicles, and robots). *–Windows 95*

Pax Imperia: Eminent Domain

More than just a sequel to the acclaimed Mac game *Pax Imperia*, *Eminent Domain* attempts to take the space-empire strategy game into new areas. While a lot of the extreme detail still exists – including economics,


WAR WIND II

PAX IMPERIA: EMINENT DOMAIN

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resource management, research, ship design, and production – some big changes to the classic theme have been made, including moving the game into real-time (turn-based play may be included) and giving you intelligent (but possibly dishonest) surrogates to manage your colonies or command your fleets (thereby letting you focus on the portions of the game's detail you're interested in). –*Windows 95, MacOS*

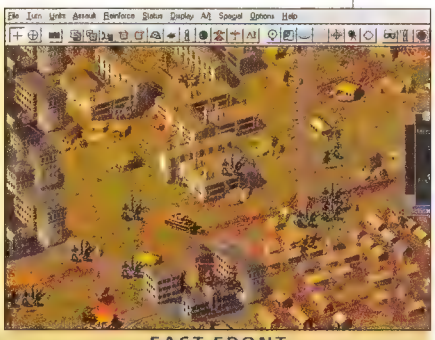
Speed Tribes

A 3D shooter with very impressive visuals. The Tribes of the story are basically fantastical motorcycle gangs–some human (sort of), some hybrid cyborgs, and the rest "gothic, non-living nightmares" (in a sci-fi setting?). Set yourself up with one of the six tribes and work your way through the six arenas as you see if you've got what it takes to ride an aercycle in combat. –*Windows 95*

TAKE 2

Black Dahlia

Starring Dennis Hopper (who may have just recovered from *Hell*), this mystery adventure thriller ties the occult to the brutal murder of actress Elizabeth Short in the 1940's. Players will trek through over 60 locations including those in Cleveland, Europe and LA, racing to catch a killer in the process of a horrifying cult ritual. Over 75 puzzles, visual, logical and arcade-style will provide a broad spectrum of gameplay. –*Windows 95*



EAST FRONT

PRELUDE TO WATERLOO

Jetfighter: Full Burn

It's 2006 and the U.S. Navy intervenes to prevent Russia's Rapid Strike Force from laying claim to a recently discovered oil reserve off the coast of Norway. Play either side in this flight combat sim with an engine based on *Jetfighter III*'s. Included is a choice of five aircraft and multiplayer support. –*DOS*

TALONSOFT

Age of Ironclads

Continuing the series of real-time naval wargames established with *Age of Sail*, *Ironclads* covers battles from the dawn of the ironclad in the U.S. Civil War up through the end of the 19th century, just prior to the era of the big gun battleships. TalonSoft will probably delay this one until mid-'98 in order to convert the engine to 32-bit code. – Platform uncertain; probably Windows 95

East Front

The premiere game in their new *Campaign* line ('*Nam* has also been announced and a game set in the Mid-East is under consideration), *East Front* takes gamers to the Russian Front during World War II to try their hand at platoon-level tactical combat from 1941 to 1945. Unlike the *Battleground* games, where single battles are recreated, *East Front* lets you work your way through a full campaign, and includes complete map and scenario editors and rotatable maps (size limited only by your hardware). For quick play you can try out present scenarios on battlefields like Kursk and Stalingrad, or go head-to-head via epmail, modem, or the Internet. –*Windows 95*

The Operational Art of War

A tentative title for the game of operational warfare being designed for TalonSoft by industry veteran Norm Koger. Regiment, brigade, or division-sized units will be used to recreate operational-scale actions from the early phases of WW II through the Korean War. The game will include an editor, and will be aimed especially at the hard-core, solo gamer.

Prelude to Waterloo

While many people have at least heard of the battle of Waterloo, most of them don't realize that Napoleon fought the British and Prussian armies in two battles two days earlier (June 16, 1815) at Ligny and Quatre-Bras. TalonSoft says the map for this, the latest in their Napoleonic *Battleground* games, will be the largest yet because (for the full game) it encompasses *both* battles; it will also be the last game in the (current) *Battleground* series. – *Windows*

UBISOFT

F1 Racing Simulation

From the folks that brought *Pod* to life comes a Formula 1 racing game featuring 22 cars, as many of the drivers as they can afford, and 16 tracks. It promises advanced AI, pit shots, 12 car settings, data logs, replays, multiplayer for up to eight via the Internet, and the ability to download additional cars and such from their web site. You want good graphics, you got 'em (better than Psygnosis' *F1*). –*Windows 95*

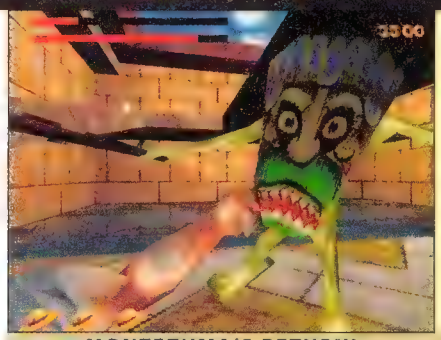
Tonic Trouble

Another platform-style 3D action/adventure, *Tonic Trouble*, like *Rayman*, features a lead character with no limbs. What's up with that? You control Ed, a friendly alien, who dropped a can on Earth, turning the planet upside down. You have to find it and stop the evil Grogh from using it to dominate the world. Like *Pod*, it will be bundled with serious hardware, in this case Intel's Pentium II machines. –*Windows 95*

World Soccer

This 2D soccer game is for action fans around the world. It has 358 teams with over 5000 players, multiple camera angles, and multiplayer for up to four players. –*Windows 95*

UTOPIA TECHNOLOGIES



MONTEZUMA'S RETURN!

BROKEN SWORD II

NHL POWERPLAY '98

Montezuma's Return!

The classic eight-bit platform game returns in full 3D. Run, jump, puch, kick, all in first-person 3D. Sort of a *Quake Raider*. –*DOS*

VIRGIN

Broken Sword: The Smoking Mirror

Remember George Stobbart, an American visiting Paris last year's *Circle of Blood*, who stumbles into a world of international intrigue involving the Knights Templar? Well, George is still stumbling, this time into a drug smuggling underworld when his girlfriend Nico, an investigative reporter, is mysteriously kidnapped. During her abduction, Nico learns of a power hungry drug lord's plans to unleash an evil Mayan deity on mankind. Together with George, she will travel through Paris, London, Marseilles, the Caribbean and the jungles of Central America piecing together an intricate puzzle of ancient artifacts that will prevent Mayan folklore from becoming a modern day disaster. –*Windows 95*

NHL Powerplay `98

This sequel to the critically

"The Trailer Park Won't Be The Same"

Computer Gaming World

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- Gamespot

"One Of The Most Hysterical Games In Years"
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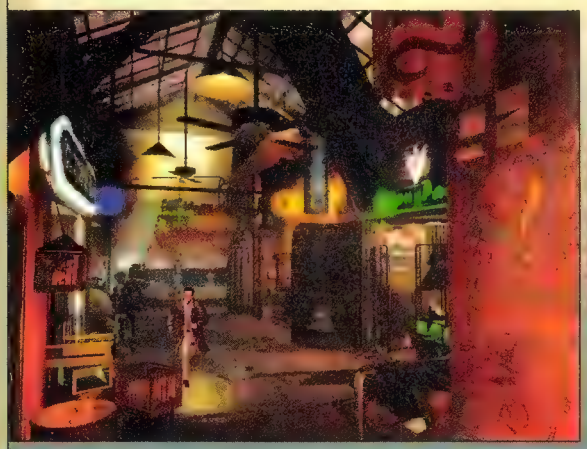
WESTWOOD STUDIOS

Blade Runner

Hot and extremely cool in Atlanta was the sharp and steel-plated beauty of *Blade Runner*. One of this year's winners in the Most Desirable License category, this title has as its backbone the newly formed Blade Runner/Westwood Partners, a joint venture between Virgin Interactive Entertainment and the Blade Runner Partnership formed to jointly publish interactive entertainment titles based on rights to the motion picture. We think this means more than one.

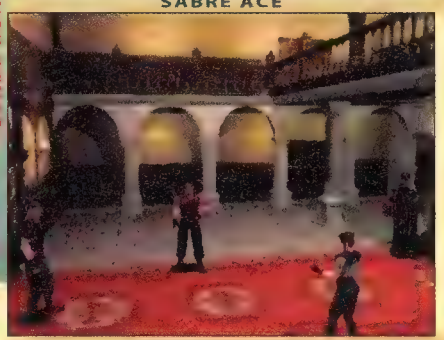
The debut will be a real-time, 3-D adventure game that bathes itself in the dark and mysterious techno-future so starkly and chillingly illustrated in the 1982 sci-fi film that still maintains a cult following a decade and a half later. As in the film, there are Replicants who are androids superior in strength and agility, and at least equal in intelligence, to the genetic engineers who created them. Players will take on the Harrison Ford role of a Blade Runner in search of these beings, and may choose to work with them or against them in their quest for missing DNA. One burning question remains. Will their eyes glow? And if they do, will the player *see* it, or only *perceive* it? Deep.

Sophisticated goal oriented AI gives each potential ally or foe free will and unpredictable agendas. Optical motion capture and real time playback are enveloped in a real time 3D game environment. Look for it on four CDs late this fall. *–Windows 95*



BLADE RUNNER

SABRE ACE



RESIDENT EVIL

SPECIAL OPS

acclaimed *NHL Powerplay '96* will put gamers into the skates of the NHL's greatest talents, skating, fighting and hooking their way down the ice toward the goal. Once in scoring position, players go head-to-head with goalies who take on the characteristics of their real-life counterparts to ward off every attempted fake-shot, stumble pass and dump-in. All of this realistic action is captured in an on-the-fly 3D environment and features motion captured 3D animated players. Gamers can track stats over a season, create and trade players. We just received a final version of the game, and the review should be ready for the next issue. *–Windows 95*

Resident Evil

This best-selling Sony PlayStation titles will be making its way to the PC market sometime this summer. *Resident Evil's* combination of intense action gaming with elements of strategy and puzzle-solving will be recreated, offering the same 3D graphics and contemporary horror storyline as the PlayStation title, and will support advanced 3D graphics accelerators. *–Windows 95*

Sabre Ace: Conflict Over Korea

The first title in the company's new flight simulation line, *The Virgin Ace Series*, *Sabre Ace* offers gamers a combination of realistic flight simulation and immersive combat missions. Players will fly five different aircraft used in the Korean War, aiming to advance their U.S. or Soviet air force careers by successfully completing a series of compelling missions. From propeller planes to jets, the vehicles will assist the product recreate the experiences of a military pilot. Once assigned to one of 45 historically accurate missions, players may interact with up to 16 planes at the same time. Check our in-depth preview on our web site. *–Windows 95*

VR SPORTS

PowerBoat Racing

Take to the water as you race either single-hulled or catamaran boats (with three engine sizes) over nine different courses (including the Grand Canyon, Industrial Harbor, and Rural England). Participate in practice, slalom, or championship modes as you maneuver around obstacles, hit jumps, and find shortcuts and secret areas. Race with other players and view them in a split-screen mode. *–Windows 95*

WESTWOOD STUDIOS

Lands of Lore: Guardians of Destiny

Another old timer that we thought we'd have seen long before now is this much anticipated RPG. *Guardians of Destiny* puts the player in role of Luther, whose shape-shifting abilities are both a blessing and a curse. In a ironic twist, Luther finds himself on a quest to rid himself of this magical power or be destroyed by it. His journey takes him through the many realms of the Lands including the mighty Claw Mountains, the Huline Jungles, Halls of the Forgotten, and the mysterious City Of the Ancients. The game has always been and still is absolutely gorgeous to behold and features a high resolution polygon-based engine with true dynamic lighting, MMX support, and over four hours of video. *–DOS, Windows 95*

ZOMBIE

Spearhead

This simulation is built around the Abrams M1A2 Main Battle Tank. Utilizing SIMNET DIS technology, it features 3D accelerator support, 18 player network play, realistic terrain, accurate physics and advanced tactics. *–Windows 95*

Special Ops: U.S. Army Rangers

Lead a team of Army Rangers in missions around the world in this 3D battle simulator. It will provide a full range of objectives, including reprisal attacks, seize and destroy missions, counter attacks, hostage rescue missions and raid and destroy missions. It's about time someone tried to do this (hasn't been a game like it since *Seal Team*). *–Windows 95*

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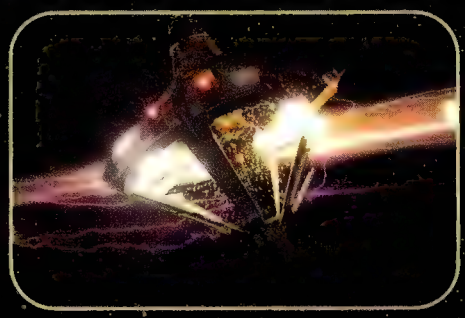

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SimCity 3000

A new dimension in SimGaming

You've probably heard the story about *SimCity*, how a guy named Will Wright designed a game where you could build a city, and how publishers thought it was a goofy idea. This was 1987. In 1989, after being turned down by numerous publishers, Wright and Jeff Braun founded Maxis in order to publish the title. Released that year, *SimCity*, in its various incarnations, has gone on to sell five million units and effectively created a genre that's still going strong today.

On the surface, *SimCity* and its first sequel *SimCity 2000* appeared to be toys, designed to be played with rather than played. Underneath, however, were incredibly complex simulations that managed to appeal to gamers on a number of levels. The games encouraged creativity and exploration, and were some of the few games to be truly open-ended. Unless you were playing a scenario, the only goals in the game were self-imposed. To many gamers, this was its strongest feature; a small number, though, talked about never really "getting" it.

A few years have passed (actually, it's close to five), and Maxis has finally returned to *SimCity* with *SimCity 3000*. After spending a day with the game at Maxis' California office, chatting with team members and being shown what was, at that point, up and running – and after playing the game some more at E3 – it's obvious this isn't your mother's *SimCity*. While the simulation engine shows considerable evolution, its graphic look is shockingly different, eschewing a fixed viewpoint for a true 3D environment, one that supports 3D accelerator cards. On a slower system, the game can be downright homely due to the screen rendering method employed. It's bound to generate controversy amongst fans of the series: why would they go with a showy new technology? Has Maxis succumbed to style over substance?

To 3D or not 2D

"Going 3D" is something they feel they had to do. Or to put it another way, what do you do when a segment of your target market considers your product at best quaint, and at worst pointless? In the years since *SimCity 2000* dominated the charts, there's been a dramatic shift toward the modern action-oriented real-time strategy game, one with combat and violence, things that *SimCity 3000* lacks.

"This whole switch over to *Command & Conquer*-style games," opines Steffen Bartschat, executive producer of *SimCity 3000*, "could be permanent. *SimCity* is being played a lot more by kids and older adults, and we think that there are a lot of other games with sexier features out there, but maybe the gameplay is enough for the core gamers, and all they need is more complexity and this new 3D technology to bring them back."

Another question you might ask is, assuming you ignore the marketing potential and the increased system requirements that 3D graphics impose on the project, what exactly does 3D really bring to *SimCity*?

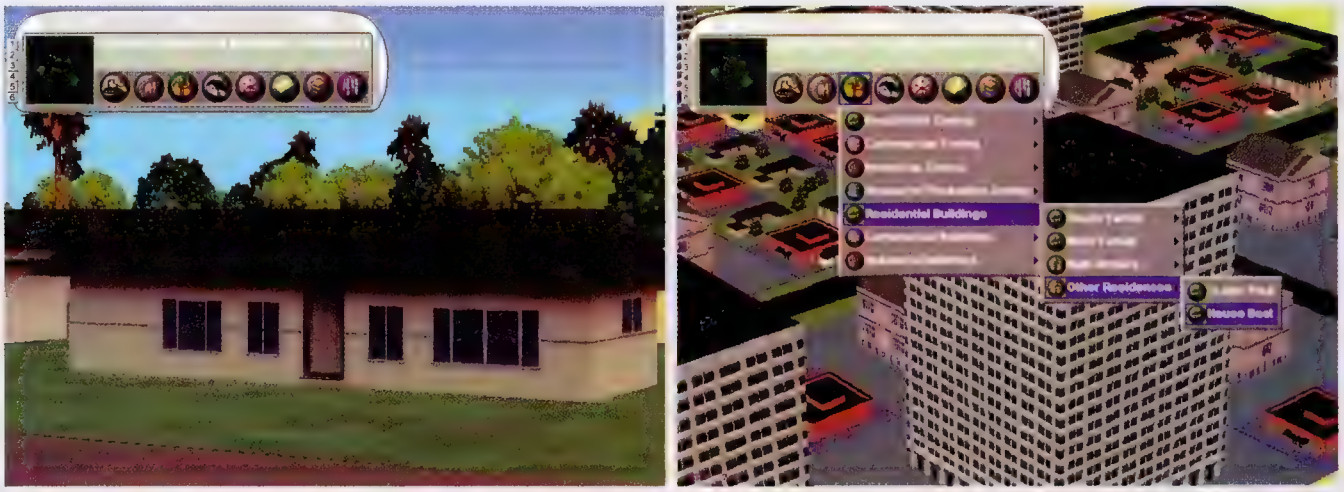
"Eye candy," says Bartschat matter-of-factly. "When you're creating stuff in the game, you want to see it. Whoever just gets excited by the 3D may not understand *SimCity*, because the benefits come in a purely aesthetic sense. *SimCity* is unique; its not a win or lose game, it's there to be creative with, so we don't really see any direct competition for it. Our market research has shown that there're two types of gamers, one that likes the challenge of winning or losing and the competition, but there are gamers that like the open-ended aspect of a game like *SimCity*. But they tend not to be the same people."

How to render a city

"We're not really worried about a 3D frame-rate budget, *per se*," says Bartschat, "because it's not a 3D action game. For our customers, visual realism is more important. What we decided to do is guarantee a certain frame-rate when navigating [your city], and when you stop the camera, all of the background rendering will start appearing from the center outward."

In practice, as you move the game lowers the polygon count of objects, switches to non-textured objects, or eliminates buildings altogether and goes with wireframe displays (the absolute minimum is to only see roads and rooftops). It'll draw as much as your card and processor can handle, within the limits of the frame-rate budget (which is currently around 10-15 fps). Maxis calls their technique iterative rendering, and it's a scaleable system. As you upgrade your system to a faster processor or better video card, the time between the lower-resolution movement and display of the hi-res scene drops; you'll never see the simple view because it will have already rendered the surrounding areas. 3D accelerators will also help, and Maxis is supporting Direct3D and possibly OpenGL.

Where *SimCity 2000* had three zoom levels, *SimCity 3000* allows you to zoom all of the way from a plane's eye overhead view (memories of the original *SimCity*) to street level, where one graphic representation of a sim will literally equal one sim, and everything will be



Left to right: Your new model 3000 home; Goodbye zones – you can now build any structure anywhere

Zooming-in to street level. You'll probably spend most of your time at the 75% level

moving in real-time. If it's lunch time in your city, you may see people walking to and from the local burger joint. Based on the framerate budge, it'll decide if it needs to use low- or high-polygon count figures. People in cars have the highest polygon count, so when viewing a scene and not moving the camera, you may see a large number of detailed moving objects.

Populating the 3D world are thousands of objects, created in 3D Studio Max under the supervision of art director Ocean Quigley. His team has to build hundreds of buildings, all with multiple detail levels and different states (from pristine to run-down). Many of the facades are from actual buildings in and around the San Francisco area. Maxis has also retained an architectural firm to ensure the highest possible realism when creating these new buildings.

"We've made a bunch of pre-fab parts," says Quigley, "with three detail levels, sorta like Lego blocks that are snapped together, and we assemble buildings from these parts." Vehicles and people effectively get a similar treatment.

Streets of SimCity

Not all of the changes in *SimCity 3000* are aesthetic. 18 months of design has produced two different simulation levels, one a real-time street-level simulation, and the more detailed city simulator. Both simulators interface with one another – the street simulator determines the behavior model for whatever street scene you're looking at when zoomed in to street level, and it interfaces with the city simulator to determine how a particular building is doing, and based on that information, it will determine how it looks and the sim activity around it.

Each of the buildings will generate demand for people, or generate sims that walk out of them. You might see sims waiting in line at a theater, walking around in crosswalks, or stuck in traffic jams.

"I think what's going to be interesting is that you're not just going to see random behavior on the street level," according to Bartschat. "It's linked into whatever is going on in the city. When your city has a crime problem, you may see some sims get mugged, or somebody spraying graffiti on the wall. Clicking on a sim will cause them tell you what's on their mind."

On the city level, Maxis has taken the concept of residential, industrial and commercial zones to another level, where geographical vicinity is taken into account, as well as market share. You'll have full control over what you place – for example, you'll be able to place a gas station where you like; however, if you put too many gas stations in one area, you'll have a problem with market share. A car dealership may service an entire city, but you'll have to consider the affluence of your community when deciding which dealership to place.

Microsimulators

The heart of the new city simulator are its various microsimulators. In *SimCity 3000*, each building has its own guidelines on

DARK COLONY

There *is* life on Mars. And in the twilight of the 21st century, it raises its ugly head. Dark Colony transports you to that not-so-distant future where warring corporations have plundered Mars and unearthed a horrific secret. Now, all must suffer the consequences.

This is real-time tactical combat – smart, visual, and violent. The animation? Flawless. Feel the heat and toxic gases singe your eyes with each fiery explosion and massive eruption.

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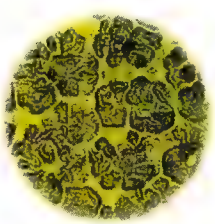

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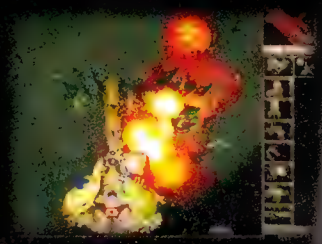


TODAY, WE'D LIKE TO SHOW YOU HOW NICELY THEY'VE GROWN UP.

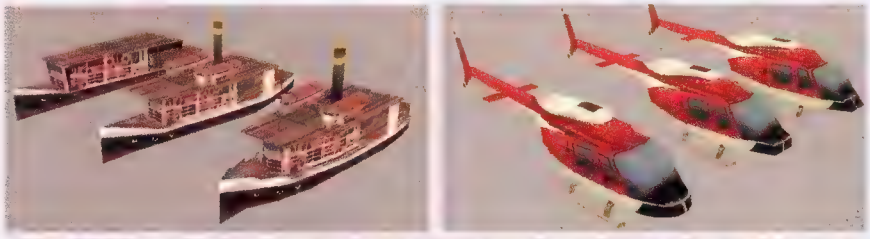
how it affects the city and environment around it, many of which can be adjusted by the player. For example, the Police Station microsimulator might include a far more detailed police model, allowing the user to pick how many foot police are on each beat or to establish patrol routes.

Right clicking on any city in the game will allow you to control the inner workings of that building and how it affects the city simulator. Every building will have some behavior that can be modified by the user. The entire game has an object-oriented class structure, and everything in the game has attributes that can be toggled.

One thing Maxis is considering, and gamer feedback may determine whether or not they do this, is to work with real companies to produce microsimulators of their own business. Instead of plunking down "Joe's Burger Joint," why not place a McDonalds? In some cases, it would really assist the gamer in determining placement. For example, you might want to place a Chevrolet dealer instead of a Mercedes dealer in a lower-income section of town.

Ultimately, all of this micromanagement will be optional, though for some scenarios, you may find that you'll have to focus all of your attention on microsimulators at the expense of everything else. But your city will not be completely at a loss – you still have your advisors. Dubbed City Service Agents, they will act more like intelligent agents in managing city services. The advisors work in three modes: automatic, prompt mode (they ask if you want stuff), or manual (where they do nothing). You will be able to determine whether or not you want them to manage whatever aspect of the simulation that they're supposed to control. Do you want them to be able to place objects as needed and manage their departmental budgets? Don't want to run the water system or setup the power grid? Let the computer handle it. They won't necessarily do as good a job as you, but they can take over some of the more tedious aspects of gameplay.

The left building, captured on a fast machine, shows how speed dictates appearance. The one on the right looks OK, but lacks detail



Based on the speed of your machine and video card, you'll get higher or lower detail versions of every SimCity object

Plugging in to the Internet

On the multiplayer front, Maxis found, after doing some research, that people really don't want to complete against one another in *SimCity*. However, their web site will have scenario rankings, online tutorials and updated advisors to assist gamers.

The design for *SimCity* is modular, and will allow plug-ins for future gameplay enhancements. According to Bartschat, "We've decided to use the Internet for keeping the product up-to-date by providing a continuous stream of new stuff. With each building having microsimulators, you can add new building types. From the game you'll be able to go to other sites to get *SimCity stuff*. It just uses a standard FTP protocol in order to transfer the files to your machine and place everything in the proper directories."

If all goes as planned, you'll be able to download future plug-in environments from the Maxis Internet site to add a new Police Station or a Bowling Alley. Looking to the future, Bartschat said, "We're thinking of making the plug-in format available to people in an add-on pack, in something like a Building Architect."

New microsimulators could include city councils, with backstabbing assistants and political influence, or new facades and city-specific scenarios for various cities *a la* Microsoft's *Flight Simulator* add-on disks. Just think of trying to fix a bagel shortage in New York City. And you thought Godzilla was tough…

The big question

Scheduled for release in October (Bartschat says they're "guardedly optimistic"), there's still a lot of work to be done. The street and city simulators are already complete, and new gameplay layers are constantly being added, from roads and pollution (which is a carryover from *SimCity 2000*) to the all-new business layer.

The big question that remains unanswered is whether or not today's real-time-action-blood-and-guts-violent gaming market is still interested in *SimCity*? Obviously Electronic Arts thinks so, as they'd put in an offer to buy Maxis before the E3 show. If you use the Internet as your measuring stick, the answer would be a resounding yes. A quick search at *Yahoo* finds about 80 fan pages for *SimCity* (compared with about 15 for, say, *Master of Orion* and over 125 for *Command & Conquer*) . Consider the thousands of *SimCity* cities that are traded over the net; lovingly recreated hometowns, bustling metropolises and small towns that only exist in John Mellencamp songs. (Yes, Virginia, you will be able to import *SimCity 2000* cities, though once they got the feature working they realized that the roads were *way* out of scale in *2000* – every road imports as an eight-lane highway in *3000*.)

To many of these people, *SimCity* has always been more than a game, it's a means of expression – an art program that just happens to also have a sophisticated simulation bundled for free. There's really nothing like it currently on the market. If there's any concern with *SimCity 3000*, it would be the potential loss of some of the elegance that previous versions possessed. Extra complexity isn't always a good thing, though in this case the added features appear to enhance the gameplay. However, the 3D graphics remain an unknown quantity, though Maxis doesn't appear too concerned that gamers will reject this new dimension in SimGaming.

If *SimCity 3000* is to succeed – and the market could really use the variety in gameplay that a game like it offers – it will have to draw in those somewhat skeptical gamers with its new sexy look. Once there, they may discover what fans of the series have always known – it's really fascinating to tinker with a town. *–Steve Bauman*

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—PC Gamer (preview)

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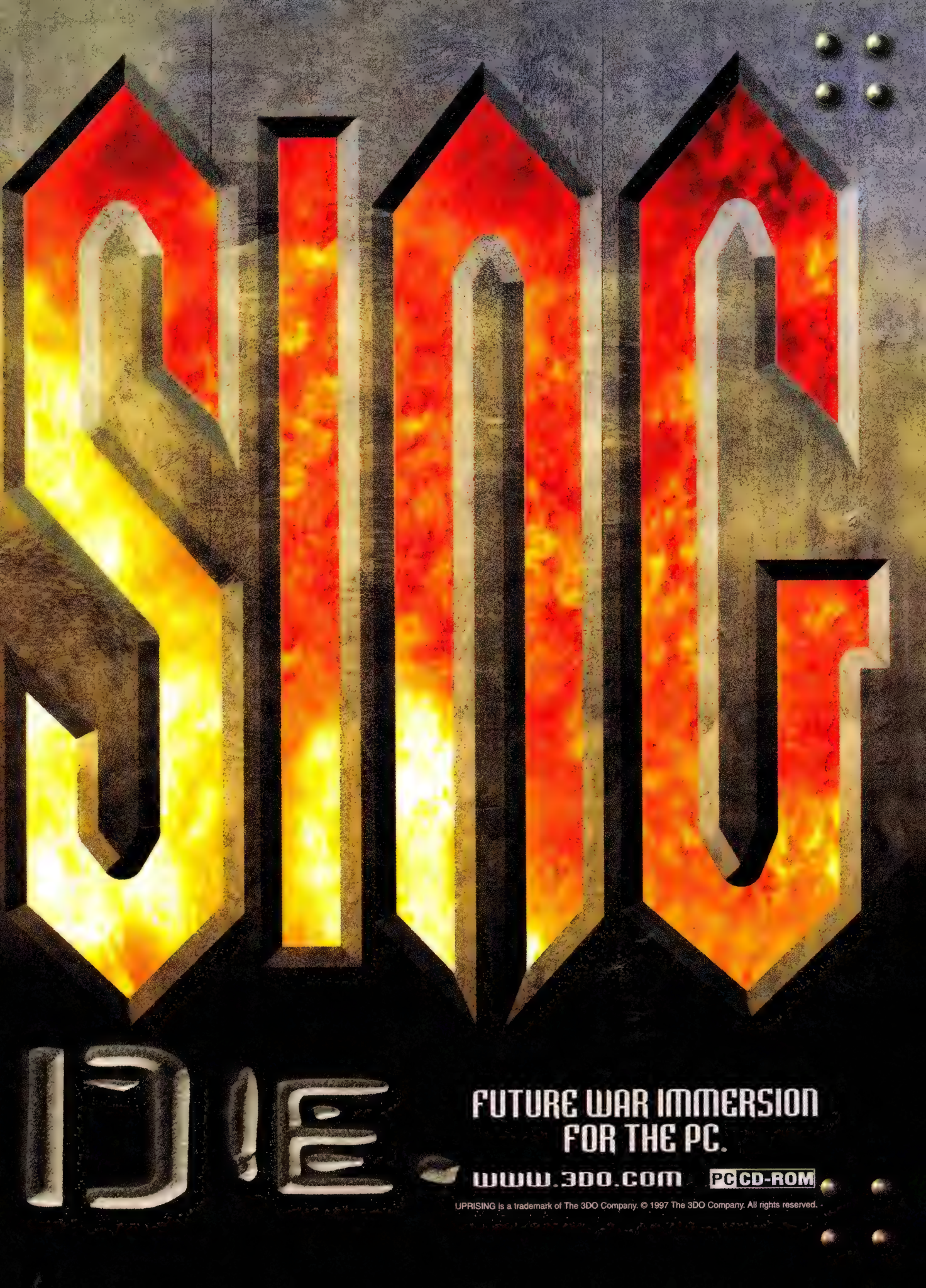
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E3 Online

2AM GAMES

Israel-based 2AM is one of the few companies at the show promoting online-only games, with a focus on strategy (including classics) and sim titles. Gamers can download the software and try out the service for free; after that an unlimited-play, 30 day subscription is $9.95, or a Founding Membership (unlimited-play through the end of '97 and info on beta games) can be had for $30.

Chain of Command pits your group of four infantry team members against other such groups in the Battle of Normandy. With increasing experience in the game you may rise in command and actually be able to give orders to other human-controlled units, though your progress in rank is only achieved by recommendations from these other players, so your commands must be sound and reasonable. Combat takes place in a three-quarters overhead view with buildings and obstacles to hide behind and in.

Other games on the way include *Alliance & Defiance*, *Entrepreneur*, *Total War*, *The Search for the Magic of Za'ath*, *Six*, *An Offer You Can't Refuse*, *Confederation & Empire*, *Oil Strike*, *Don't Give Up the Ship*, *The Silence of Starbase Alpha-Three*, *Off the Wall*, *Convoy*, plus the usual complement of chess and checkers.

–www.2amgames.com

3DO

Bigger and better is the motto of *Meridian 59: Revelation*, the latest version of the online RPG. It has a larger world (by 50%), more than 30 new NPC characters, new multi-player and multi-user quests, new monster AI and an enhanced graphic engine.

–meridian.3do.com/meridian/

ACCOLADE

Jack Nicklaus Online Tour is an online-only entry into the Nicklaus game series. It lets players compete in either organized tournaments or spontaneous matches with friends or strangers met online. Open beta testing has begun, and the finished version should go online this fall.

–www.accolade.com

BERKELEY SYSTEMS

Acrophobia is an online multiplayer word game that pits your creative energies against the clock and other gamers. It will be added to *beZerk*, BerkeleyÕs free online entertainment network. Up to 14 people will thrill to the construction of witty, creative phrases based on the displayed acronyms (acronyms are made up of three to seven letters). What can *you* come up with for <ROFL> <IMHO> and <PMFJI>?

–www.bezerk.com

CONCENTRIC NETWORK

The Game Gateway is a huge online service attempting to group online games and gaming services into one large network with one billing option. It's cosponsored by Unified Gamers Online, and brings together Engage, Infogrames Ente rtainment, Kesmai, On-Line PLC and, in the future, TEN, I-Magic Online and MPG-Net. Accessible by anyone on the Internet ,the concept is to gather gamers together on one diversified network to play a large assortment of online games with only one billing.

–www.gamegateway.com

EARTHLINK NETWORK

Similar to The Game Gateway, The Arena is another large game service designed around the idea of one bill. This service is already up and running with Aries (Kesmai) and Engage Games Online. Recently added to the fold were the game libraries of newly re-named Worldplay and OceanLine, giving The Arena a large selection of choices for any type of game player.

–www.earthlink.net/thearena/

IMAGIC ONLINE

A new entity formed after Interactive Magic's purchase of ICI Online, iMagic Online is following a tiered strategy. Tier 1 is basically a free meeting room where players can meet to discuss I-Magic boxed games they'd like to play. Tier 2 is a more advanced matching and chat service, and also features *Wild Bill's Casino*, a collection of casino and card games. Tiers 3 and 4 will apparently host the main MEGAplayer titles like *Warbirds*.

The two core games brought over from the old ICI days are *WarBirds* and *Planetery Raiders*. *WarBirds 2.0*, releasing soon, features several major improvements: iMagic Online's MEGAvoice technology (which lets gamers talk over the Internet while in the game); improved, rolling terrain; a better interface; graphics enhancements; and new planes, including the Me-110, Hurricane, Me-109e, and the early Spitfire models. *Planetary Raiders*, which has been in open beta for some months now, is an open-ended space combat/trading game along the lines of *Elite* or *Privateer*. A new game announced at the show is *M1A2 Battlefield*, a MEGAplayer version of I-Magic's boxed *iM1A2 Abrams*. Also under development are several "lite" versions of the more involved games: *Fighter Ops*, *Raider Wars*, and *Tank Wars*.

–www.icigames.com

MERIDIAN 59: REVELATION

WARBIRDS

MICROSOFT FIGHTER ACE

INTERNET GAMING ZONE

Two "premium" games will be appearing on the service this year. A deal with VR-1 has resulted in *Microsoft Fighter Ace*, an online WWII flight simulator. Gamers will be able to fly 12 different aircraft from the United States, Great Britain, Germany and the Soviet Union. They're trying to build an environment with multiple skill levels to keep newbies from immediately getting killed by veterans. *Asheron's Call* is the other game, a "massively multiplayer" RPG that supports thousands of simultaneous players. **–www.zone.com**

KESMAI

Created in conjunction with Fox Interactive, *Aliens Online* is a first-person game that lets the players take the sides of the marines or the aliens and duke it out with a wide variety of weapons. Based on the movie, player progression in the game gains you new weapons (when playing as the marines) or, in an interesting twist, lets you morph into different species when playing the aliens. Each aliens arena will hold up to 100 people with thousand able to play over the whole service.

–www.kesmai.com

MPATH

With over 100,000 members signed up, Mplayer is the place for multiplayer games. With easy to use software and lobbies to get you started the service already has 20 games. Coming soon to the service will be several more major titles, including *Blood*, *ATF Gold*, *iM1A2 Abrams*, *Monoply* and *Star General*.

–www.mplayer.com

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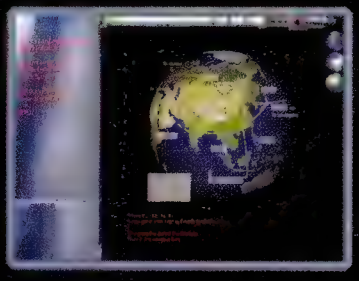

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FIRETEAM

ULTIMA ONLINE

THE S.A.R.A.C. PROJECT

pace from MPG's *Kingdom of Drakkar*. Instead of the overhead view this new on-line game is first person perspective with 16-bit color graphics. Characters are designed by either simply selecting a profession or by using a skill system to customize a character to the players liking.

Empires Dawn is a sprawling, intergalactic empire building game, where players control a particular species in corner of space. The species are user-created with strengths and weaknesses in certain areas, thus giving each unique characteristics. Playing similar to *Master of Orion II*, players must build up technology and fleets and eventually confront other players. Graphics are crisp and clean and the gameplay looks very addictive. **–www.mpgn.com**

MULTITUDE

FireTeam is a real-life combat game designed with cooperation as a key element of play. Teams are made up of 4-8 players, each choosing a type of character with different strengths and weaknesses. Objectives can range from Capture the Flag to destroying a power generator; Another key feature is the addition of voice communication during play.
–www.multitude.com, www.fireteam.com

OCEANLINE INFOGRAMES ONLINE

The already blurry lines between the Ocean and Infogrames product lines are going to get even blurrier as the France-based parent company (Infogrames) moves into online games in a very big way; suffice it to say, no matter what your gaming interest – strategy, action, sports, board, kids – you'll probably find a title available for on-line play in the very near future.

Classics includes at least seven games: *Asterix*, *Runarix*, *Battle of the Pirates*, the chess game *Checkmate* and it's timed variant *Blitz*. Card-based games include *The House of Cards* (several card games) and *Diagonal of Aces* (another *Tetris*-like game with card-matching).

There are also going to be quite a few action games: *Dust 'n' Blast*, a 3D racing/shooter; *EXECS: Virtual Paintball*, a *Doom*-like game; *Itinera*, the single player-only game that looks to be an update on the classic *Asteroids* theme; *A Night Watch*, an isometric action game wherein you play either a delinquent trying to sneak out of a store or the night watchmen trying to round the group up; *Pingfonie*, basically *Pong* teleported into the '90s; and *Speed Trax*, slot-car racing from an overhead perspective.

Strategy and sports are currently represented with one game each. On the sports side you have *Tennis* and for strategy there's *Crimson Wars* (super corporations battle over the surface of Mars).

More games are due soon, and by next year at this time some 50+ titles encompassing many genres will be available.
–www.infogrames.com or **www.oceanline.com**

ORIGIN SYSTEMS

Certainly the most widely anticipated online game of the year, *Ultima Online* has officially entered its beta phase. It's role-playing, on a massive level, with literally thousands of people. Be a baker. Farm for a living. Murder for fun and profit. But you can't ride the llamas.
–www.ultimaonline.com

S.E.A. MULTIMEDIA

@Range is an online game (it will be offered through Mplayer) that lets you descend beneath the waves to wage submarine war. Using actual subs and realistic sensors and weapons you can go head-to-head against large numbers of other players, stalking them as you attempt to set up firing solutions. Even if others aren't present, computer controlled air and surface threats will always be around to cause trouble and provide opportunities.
–www.sea.co.il

SEGASOFT

HEAT is a (nother) Internet gaming service offering online matches for all the traditional online multiplayer games, as well as introducing three proprietary games: *10six*, a million player 3-D action/strategy game, *Vigilance*, a 3-D mission based action/adventure and *Ragged Earth*, a 3-D multiplayer target-and-fire strategy game with fully interactive terrain.
–www.segasoft.com

SONY INTERACTIVE

Tanarus is an Internet tank warfare game has some great looking 3Dfx graphics and units which may be customized using 30 different options. Game play takes place across various terrain types, with battles in the futuristic cities looking extremely impressive. Chat modes are available for communicating with other team members and for taunting opponents.
–www.station.sony.com/battleground/

TEN

Known for carrying many of the hotter titles, this online service has signed exclusive agreements to host the following multiplayer games in the future: *Shadow Warrior*, *EF2000 2.0*, *Myth* and *Nascar 2*. Also appearing soon will be the online fighter simulation, *Confirmed Kill*, and a new RPG, *Twilight Lands*. TEN also is continuously coming up with new ways to play current games, including large scale *Panzer General* and the *Quake* Team Fortress modification, where players may play specialized characters (snipers, demolition, scout, etc.) and form teams to play against other groups on the service. **–www.ten.net**

TIMESINK

Designed by legendary developers Danielle Berry (formerly Dani Bunten, of *M.U.L.E.* and *Seven Cities of Gold* fame) and Brian Moriarity (*Trinity*, *Loom*), *Warsport* is a quirky and humorous multiplayer Internet game. Up to eight players may participate; each controls five different robotic units that achieve points by moving into strategic areas on the map and eliminating other players. *Warsport* will be offered exclusively on Mplayer.
–www.epcntr.com

VR-1

In addition to *Microsoft Fighter Ace*, VR-1 is offering a few more games, including *The S.A.R.A.C. Project*, a real-time game that puts you in charge of a powerful futuristic submarine on a distant aquatic planet. Missions range from straight combat to exploration, prospecting, sub-for-hire and piracy.

VR-1 Crossroads was one of the more unique games at E3. This online game is basically an old-fashioned MUD with a couple of very different twists. The game is text-based but what makes it most interesting is that there are fantastic sound effects built into the game. The game is based on cooperation and dealing with other players, making it a very good social game.

UltraCorps is a turn-based strategy game that involves galactic conquest and exploration in the universe. Players start their species out in their own section of the galaxy and must build and develop fleets, technology and weapons. Based on browser technology the game is supplemented with chat boards to further develop and flesh out your place in the universe.

Other titles under development include *Nomads of Klanth*, *Rumble in the Void*, and *Net Racer*.
–www.vr1.com

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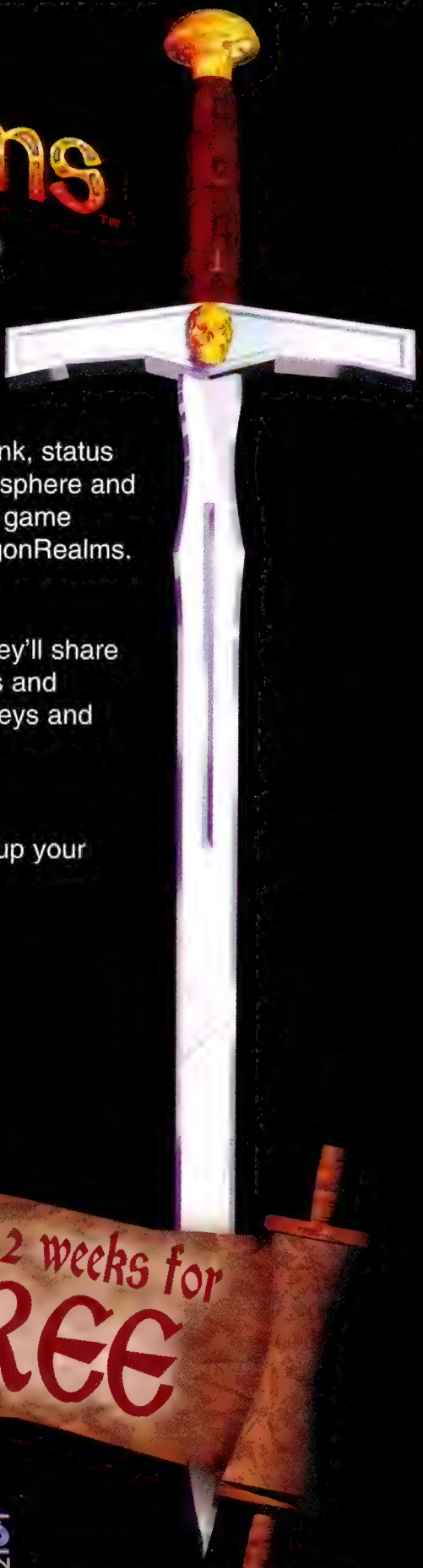

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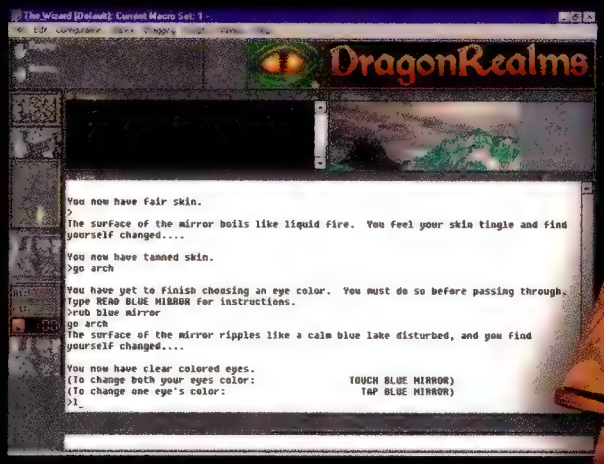
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You now have fair skin.
>
The surface of the mirror boils like liquid fire. You feel your skin tingle and find yourself changed....
You now have tanned skin.
>go arch
You have yet to finish choosing an eye color. You must do so before passing through.
Type READ BLUE MIRROR for instructions.
>rub blue mirror
go arch
The surface of the mirror ripples like a calm blue lake disturbed, and you find yourself changed....
You now have clear colored eyes.
(To change both your eyes color: TOUCH BLUE MIRROR)
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Elements: New

[Centauri Galaxy]

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Ex Extinction .0149	**Su** Suffocation .002					
Re Rebellion .881	**It** Intellect .999	**Gm** Global Maps .703	**Mp** Multiplayer .1005	**Sv** Survival .703	**Tc** Tactics .0202	**Ad** Adrena .299
Cm Combat .03	**Sa** Sabotage .011	**Ct** Construction 0.080	**Ev** Evacuation .302	**An** Anxiety .0408	**Cd** Command .105	**S E** Seismic .505
M Morale .171	**Fi** Fire .139	**Me** Meteor .52	**Vc** Volcano .905	**Wr** Wreckage .408	**Cnf** Confrontation .002	**Ms** Missio .084

Element of Surprise Element of Danger Element of Destruction Element of Disaster

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gma 2	Me Microbe .119	Ps Psychosis .9054	F[u]s Fusion .5005	D Danger .0054	Cg Courage .0202	Va[3] Vacuum of space .290
g rger 3	Mi Mining .081	Di Discovery .081	Rs Research .032	Dn Desperation .217	Bc Balance .1003	Dn Day and Night .055
			Cy Conspiracy .111	St Strategy .1005	T[e]n Technology .071	Ak Attack .0334

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WORLDPLAY

Formerly The Imagination Network, WorldPlay has taken its large group of online games to several major ISPs, including Earthlink and AT&T Worldnet. WorldPlay is also the primary developer and provider of games for AOL. Included in the service is Engage Games Online and WorldPlay's own multiplayer card games. CyberPark, a future addition to the service, will allow thousands of people to congregate in a 3D, amusement park-like setting to chat and play games online. – **www.inngames.com**

WESTWOOD STUDIOS

The online, multiplayer addition to the *Command & Conquer* product line, *Sole Survivor* will be another step in keeping *C&C* addicts true to their habit. It's an action game allowing up to 50 players to simultaneously seek to be the last remaining entity on the battlefield. Players command a single unit and engage in a deadly game of 'hide-and-seek,' battle other players, pick up crates (power-ups) to enhance their unit, and avoid being destroyed. Initially the game will be available exclusively through Westwood's online gaming service, Westwood Chat.
– **www.westwood.com**

Hardware

3DFX

3Dfx was flexing their muscle on PCs and arcade machines, boasting of their role as a cross-platform solution to 3D acceleration. They claimed that a 133MHz Pentium with their **Voodoo** acceleration would run a game as well as, if not better than, a stand-up arcade machine. Monitors around the room showed off some of the impending titles optimized for the 3Dfx: a stunningly beautiful new shooter from Rage, the developers of the sleeper *Darklight Conflict*; a racer that looks like a souped-up version of *Pod* (yes, such a thing is possible); and a bevy of the next generation first-person shooters, such as *Prey*, *Hexen II*, *Unreal*, etc. But more than anything in this room, the 3Dfx logos that adorned monitors throughout E3 was a testament to the accelerator chip's popularity.

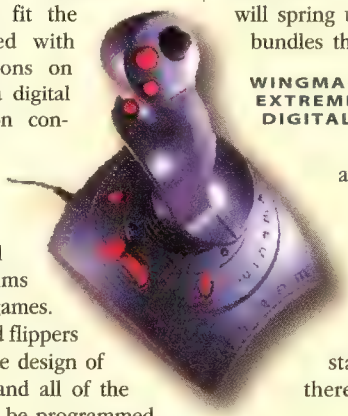
ACT LABS

The **PC Force Feedback Racing System** is a steering wheel with multiple buttons, gear shift and, though not shown at the show, accelerator and brake pedals. With full Immersion force feedback technology, good programmability and very solid construction, this wheel has a lot of potential.

ADVANCED GRAVIS

With an eight-position control stick, pinball flippers and nine other buttons, the **ArcadeXtreme** may be *the* controller for any action gamer. This digital controller, which will function as an analog controller in DOS games, is programmable so special moves and cheats may be mapped to the buttons. Ruggedly designed like its arcade counterpart, this unit may be placed on a table or used in the lap.

If an all-in-one controller is what your looking for, the **Xterminator Game Pad** should fit the bill. Included with the 14 buttons on this pad is a digital eight-direction control pad and proportional pad for fine control in flight-sims and racing games. A throttle and flippers round out the design of this device, and all of the features may be programmed with the included software.



WINGMAN EXTREME DIGITAL

CH PRODUCTS

Based on the design of the F-16 Combatstick, **Jane's Combat Stick** is designed to work with Electronic Arts Jane's series of flight-sims. It has two four-way switches, five buttons, throttle and trigger. The main difference between this stick and the old one is a larger, more stable base and the bundling of a copy of Jane's *ATF*.

CREATIVE LABS

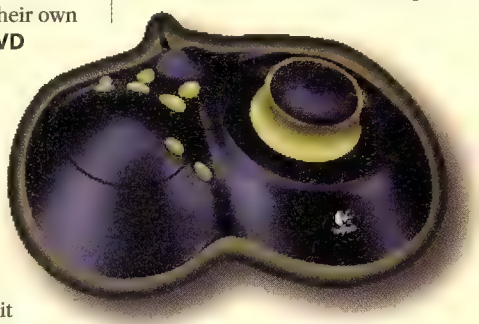
Step right up for your DVD! Creative Labs was pushing their **PC-DVD** kit with all the overbearing enthusiasm of a carnival barker. But it's hard to deny their package looks attractive. The $379 price will certainly give it a head start against its competitors. Creative Labs was also showing their multimedia web browser, *Inspire*. It includes all the plug-ins you would normally download and install yourself. A number of sites are optimized specifically for *Inspire* and more will spring up as Creative Labs bundles the software with its multimedia kits. The company's next generation 3D accelerator, scheduled for a Christmas debut, is dubbed **Project Hammerhead**. It's in its early stages, however, so there was little to see.

DIAMOND MULTIMEDIA

These Davids to Creative Labs' Goliath were showing their own DVD, the **Maximum DVD Kit**. Since the technology is young and consumers seem wary, Diamond is including a fairly robust package of bundled software, including *Wing Commander IV* and *Spycraft*. Diamond's kit includes all the standard features: integration with your television, backwards compatibility with CD-ROMs and audio CDs, and an intuitive software navigator. Diamond was also showing a wireless **GyroMouse**. This remarkable and affordable toy moves the pointer on your screen as you wave it through the air.

IMMERSION CORPORATION

Louis Rosenberg, Immersion's president and founder, is animated and excited; in fact, he's downright effusive about the state of force feedback in the industry. The 28-year old with a Ph.D. in mechanical engineering told us how he founded Immersion four years ago to bring down the price of force feedback products. His company licenses its patented **I-Force** co-processor to manufacturers and they work with developers to adapt games. Rosenberg shows us demos of various clever uses of the technology. He explains that developers need to learn to use force feedback to enhance rather than complicate gameplay. Among the most creative uses of the technology were centrifugal force in Electronic Arts' *Need for Speed II*, the tug of variously sized catches in Sierra's *Trophy Rivers Bass Fishing*, and the modeling of trim in Microsoft's *Flight Simulator 98*.



CYBERMAN 2

INTEL

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computer's innards and directly into your fingertips, your eyes, and your ears. Their **Universal Serial Bus** (USB) technology has the potential to eliminate the need for a joystick's gamecard, a camera's video capture card, and a speaker's sound card. This would allow you to directly plug your USB peripherals into the computer with instant plug-and-play recognition *sans* rebooting. Expect to see Intel creeping beyond the confines of your CPU this Christmas. Meanwhile, game developers are testing the limits of the MMX bandwagon's suspension as they pile onboard en masse.

SIDEWINDER PRECISION PRO

INTERACT

The first amazing thing about InterAct's controllers is the price. Their top-of-the-line programmable joystick, the **Cyclone 3D**, retails for a measly $39.99. The second amazing thing is the number of features they've included. The **Cyclone 3D**, for instance, has 17 buttons, each programmable on the fly with two separate sets of instructions that can be toggled in-game. It's even fully operational outside of a Windows 95 environment. The **3D Program Pad** provides the same programmable flexibility in a gamepad. InterAct also showed the **V3 racing wheel**, designed to sit in your lap rather than sprawl across the desktop. The tilt, height, sensitivity, and degree of rotation are all adjustable. These controllers will start appearing on the market this fall, but with InterAct's prices, you don't need to worry about saving up for them.

LOGITECH

Dubbed the **Cyberman 2**, this next generation controller is large, black and green two-handed unit with a large "puck" used to control motion in three dimensions. Eight additional buttons make up the rest of this solid unit. Windows 95 software is included to program and map the various buttons to keystrokes, and handy reference sheets may be printed out. Configurations can be saved for use at a later time.

Logitech's other new controller is the **Wingman Extreme Digital**. Patterned after the original **Wingman Extreme**, this new controller has the same layout and buttons as the original. However this new version is digital, allowing keyboard commands to be assigned to the various buttons via the supplied software. The stick is also backwards compatible with the original when playing DOS games.

MATROX

The next generation **Mystique 220** was proudly displayed at Matrox's booth. Although the last thing the market needs is yet another 3D accelerator chipset, Matrox's mastery of 2D graphics and their excellent driver support should help them sell a slew of these integrated 2D/3D cards. They're also the only company to include an accelerated version of Delphine's *Moto Racer GP* with their hardware. An attractive bundle of games and easy integration with Matrox's **Rainbow Runner** video editing/capture card round out the **Mystique 220**'s features.

MICROSOFT

The folks from Redmond were showing off their two newest controllers, the **SideWinder Force Feedback Pro** and **SideWinder Precision Pro**. Both share a similar two-handed design, with the force-feedback joystick being slightly bulkier due to its motors and things that make it go "bzzzzz." The stick itself features better button design than the original **SideWinder**, and the base-mounted buttons are placed in a logical layout.

X36 FLIGHT CONTROLLER

RENDITION

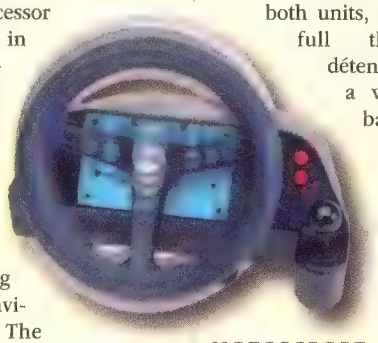
Although it looks as if 3Dfx is clawing its way to the top of the 3D accelerator hype-heap, Rendition is close behind, grabbing at their heels. Rendition's vice president of marketing, Jay Eisenlohr spoke with calm and steely determination about the merits of their next generation chip, the **Verite V2200**. In addition to being faster than its predecessor (especially in 2D), it integrates video input and output, even providing developers with the option of including video in 3D environments. The **V2200** will be officially introduced in August. Rendition's display wasn't showing much by way of titles in development, but they had a respectable spread of current games up and running. It was Stereo *Quake* in particular that caught our eye. For a glimpse of what 3D used to mean, don a pair of glasses and watch depth come alive in those familiar old *Quake* levels.

MILLENNIUM 3D INTERCEPTOR

SAITEK

The **PC Dash Graphic Command Pad** is a unique product consisting of a flat control pad with paper overlays covering a series of buttons. With Windows software that comes with this controller you may quickly program and assign up to 180 different functions to the buttons and then print the sheet out on your printer. The unit plugs in through the keyboard connector, allowing for entry of complex button combinations. A selection of pre-made sheets for some of the more popular games and business applications comes with the **PC Dash** and more may be obtained from Saitek's web-site.

Their **X36 Flight Controller** is a programmable flight stick and throttle/rudder controller. Besides a multitude of programmable buttons and switches on both units, the **X36** has a full throttle with détente settings and a working trackball. Two buttons on the back of the throttle can also function as a complete rudder system and there's even a flip-up realistic missile launch button on top of the stick. Both units are fully programmable with an easy-to-use Windows interface.



MOTORSPORT GT FORCE FEEDBACK RACING WHEEL

THRUSTMASTER

Based on the joystick used in the space shuttles, the **Millennium 3D Interceptor** is Thrustmaster's first foray into the 3D controller arena. Besides the six direction futuristic grip, there is the standard hat switch, trigger and buttons on the stick itself while the base includes three more buttons and a throttle control. The Windows 95 software for this digital joystick is easy too use and has built in diagnostics to warn you of any connection problems.

Using Immersion's I-FORCE feedback technology, the **MotorSport GT Force Feedback Racing Wheel** will be one of the first force feedback driving wheels on the market. It will come complete with gas and brake pedals as well as a working gear shift and two wheel mounted buttons.

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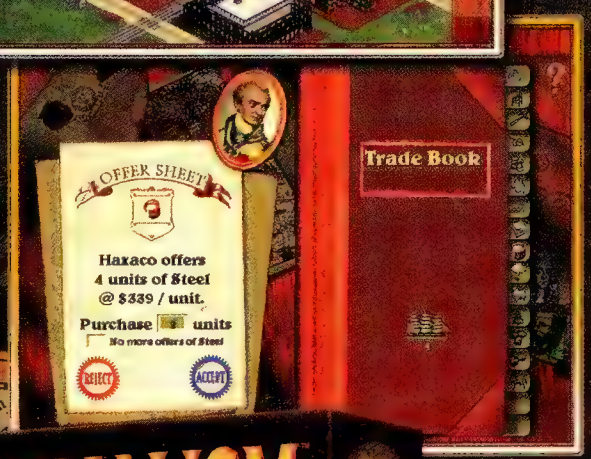

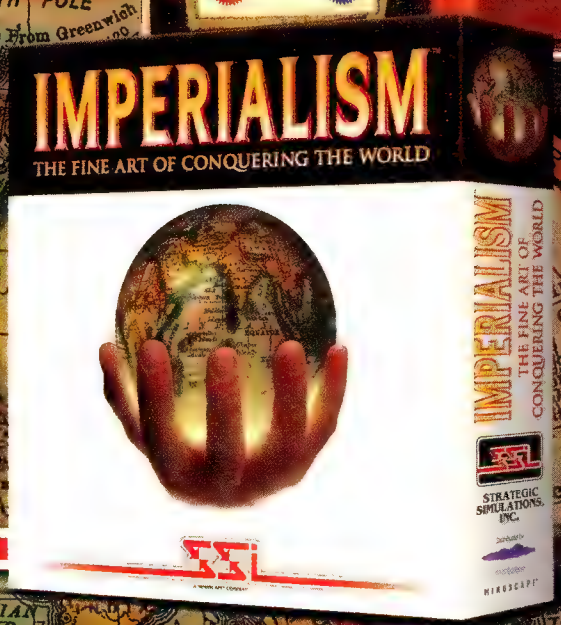

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Command Post

A report from the E3 front

Well, the Electronic Entertainment Expo rolled through Atlanta, and the trends for most of the rest of the year and on into the next are coming clear, at least in the strategy arena. For wargames, it's almost as important to look at what *wasn't* at the show as what was… but then, I get ahead of myself.

Strategy games: real time rulz, d00dz

No surprise, but real-time strategy games were one of the keystones of the show. Last month I presented The List, with some 48 real-time, *Command & Conquer*-style games; I haven't updated it yet, but I expect it to grow to almost 60 titles now. Yes, the majority follow the *C&C* style of real-time gaming, but happily almost all of them at least look really good (gameplay is still the big question, but when you start with such successful models as *C&C* and *Warcraft II*, it's hard to go wrong). With a show this size, there are many I didn't see, but of those I did the ones I'm looking forward to the most are Cavedog's *Total Annihilation* (truly gorgeous), Microsoft's *Age of Empires*, Bungie's *Myth*, and MicroProse's *MechCommander*.

Turn-based strategy games were few and far between. Some updates to familiar games (*Warlords III*, *X-Com: Apocalypse*, *Deadlock 2*) have stuck with turn-based (or at least have turn-based modes), and there is a scattering of new titles with turn-based play (*Guardians: Agents of Justice*, *Crush! Deluxe*, *Imperialism*, etc.).

One new turn-based game is Blue Byte's *Incubation* (set in the *Battle Isle* universe but with *X-Com*-like tactical play). The big shocker about this one is the graphics, which use a variation of Blue Byte's *Extreme Assault* 3D engine – it will even support 3D cards! Yup, folks, there were several *strategy* games that support, maybe even want, 3D cards; might be time to upgrade soon!

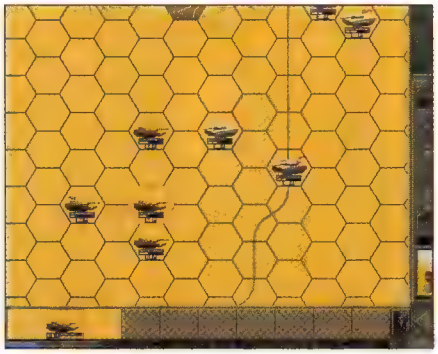
Multiplay fans, you have nothing to worry about – I don't know if I saw a strategy game that didn't have multiplayer support (and most had, thanks to DirectX, Internet play of some kind). In fact, there were a number of on-line only strategy games: S.E.A. Interactive's *@Range* (a submarine "death match" kind of game), much of 2AM's line-up, and more, I'm sure.

Fort Wargame

The wargaming side of the industry was under-represented at the show, with almost as many publishers missing as were there. The "powerhouses" SSI, TalonSoft, and Avalon Hill were there, but even here wargames weren't strongly represented. SSI did, of course, have *Panzer General II* and *Pacific General*, but *Steel Panthers III* wasn't ready to be shown yet; these wargames were swamped by other SSI/Mindscape titles. Avalon Hill only plans two more games this year, and they're pushing their action game *Defiance* over *Achtung, Spitfire!*. Only TalonSoft was "wargames-only," showing their last *Battleground* game (*Prelude to Waterloo*) and the first in their new *Campaign* series, *East Front*. Interactive Magic, who hopes to become a powerhouse, was displaying both *Semper Fi* and the just-released *Great Battles of Alexander* (and talking about *Hannibal,* the next in the series).

Aside from the few regular publishers of wargames, there were a couple of other titles from non-traditional publishers. Strategy First's *Man of War* has found a home with Virgin, and of course there's Sid Meier's *Gettysburg* game. One new title was the first game in Crusaders Studios' *History in the Making* series, *Greyhounds of the Sea*. It lets you jump back to 1898 and a world where imperialistic tensions are about to break out into war. A strategic-level wargame with some simulation elements, you have to first build up your power base, then navigate the stormy seas of world war. Wargames, however, may have been one of the few game genres notable for who *wasn't* there. Wargaming is one of the only areas of the gaming industry where small teams (or even single individuals) can still design and develop games, and often these small companies can't afford to attend (or don't think it's worth it – expect to see them at the wargame-friendly conventions like Origins later this year instead). The "biggest of the little," HPS, is focusing on their *Aide de Camp II* utility, Incredible Simulations is updating their *Alamo* game, and Schwerpunkt continues to both upgrade their current releases and work on their first West Front games. Star Games has found a home for their *Pacific Tide*, but Major Holdridge (designer of *TacOps* for Arsenal) has said that he's stopped work on *Panzers East*. On the Mac side, …by Design, Inc. just released *Cannon Fire* (Gettysburg).

All-in-all, it's not a bad season for strategy gamers and even wargamers; strategy gamers will get the bulk (most of it real-time), and wargamers the innovation. The lists here certainly aren't comprehensive, and it could be that a few surprises still await. *–Scott Udell*



I-Magic's Semper Fi

Wargame-like elements in DID's F-22

Strategy First's Man of War

Avalon Hill's Achtung, Spitfire!

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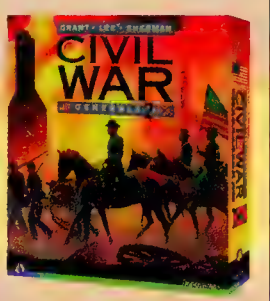

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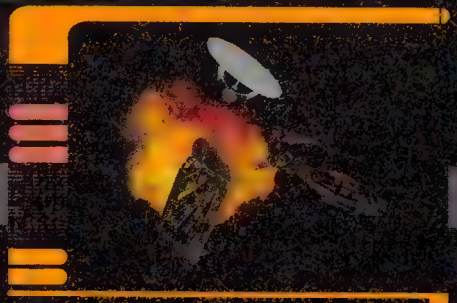

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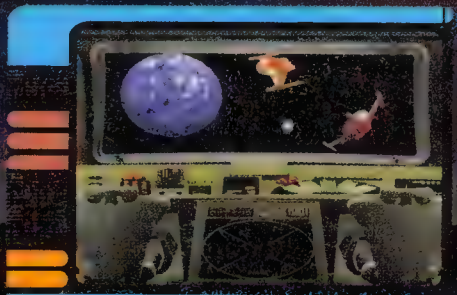

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The Ardennes Offensive

SSG returns to the battlefield after an extended sabbatical

Many years have elapsed since SSG's last hardcore wargame release (*Carriers at War II* … we're not counting *Warlords II* as dragon's don't use military hardware). In fact, like General Macarthur, it's taken SSG nearly three years to make a triumphant return. The results of all those fruitful aeons of labour is *The Ardennes Offensive*, formerly entitled *The Last Blitzkrieg* and the forerunner of a series of wargames entitled *Decisive Battles of World War II*. Now we all know that every wargame company produces at least one "Battle of the Bulge" simulation at some stage in their lives; SSG's progeny is probably one of the best Bulge simulations yet to appear on either paper or silicon.

The game simulates this epic battle at an operational level with regimental level units maneuvering across what is undoubtedly one of the sexiest maps ever produced for a PC game; indeed it could put some of the more well known paper wargame publishers to shame. A range of map filters allow you to screen out information, and several overlay controls provide access to additional information as required.

The heart of the game is undoubtedly the fully integrated move/combat system which replaces the multi-phased turns normally found in wargames. Each unit expends operations points (OPs) to maneuver across the battlefield and is allowed to execute one attack at any stage. This provides a fluid game system that encourages sequencing attacks and keeping reserves ready to exploit any breakthrough or shore up a defense. The elegance of this system is highlighted by the fact that no special rules are required to simulate many of the subtle nuances of this battle; Greif team activity, Air Interdiction, traffic jams, bridge building, combat delay etc. have all been simulated by temporarily increasing the OP costs in affected hexes rather than introducing a wide range of specific rules to cover these activities – a perfect example of an "effect"-based system. Combat is based on a simple odds-based CRT replete with step loss and retreat results; the usual supporting arms such as artillery and airpower are handled by extra column shifts or strength enhancements.

Unlike Atomic Games' *World at War* series, the amount of number-crunching required is considerably less; all the data required to play the game can be displayed by simply right clicking the mouse on a unit or terrain feature. This makes the learning curve considerably flatter; indeed a novice wargamer can learn all the basics within an hour of opening the box.

Don't let a simple learning curve lull you into complacency though; SSG is renowned for it's highly capable AI … and *Ardennes Offensive* showcases some of their best work yet in the eight included scenarios (you get a freebie if you register). While there is only one level of AI provided, it's good enough to embarrass some of the more proficient gamers out there, and if you do start beating it consistently, the two extra "balance" levels will continue to offer a stimulating challenge; rest assured it can play a mean offensive game and a spirited defense when mandated.

[top to bottom]

The 9th and 10th Armored drive north towards Bastogne …

… and this 7:1 attack should give them something to think about!

The music and sound effects are fine if not remarkable; there are a couple of tracks that sound like a Sylvan Elf re-sampled the *Warlords II* score and another that sounds suspiciously like that tinny piano theme you hear played over airline headsets just before take-off, but on the whole they are of a suitably martial flavor and certainly enhance the battlefield atmosphere.

Students of the battle will be happy to know that a wide range of historical data has been provided; detailed unit histories, order of battle charts, scenario and battle notes etc. are all embedded within the game, making study of the battle much easier to appreciate.

Unfortunately, *Ardennes Offensive* isn't without a few minor blemishes, and most of them have to do with the PBEM functionality. While the TCP/IP, LAN, modem and direct connect games work seamlessly, the fact that no encryption routines of any sort have been implemented means that a player can examine his opponent's dispositions by simply re-opening the generated turn files. There is also the problem of finding out just what happened during your opponent's turn; you basically witness the end results but are left guessing as to what exactly caused them. Playing long scenarios directly over the Internet can also be a chore as there is no facility to save a game at any stage; it's hard to imagine anyone out there would be willing to tackle the 64 turn campaign via their ISP. Nevertheless, the issues raised are relatively minor, and it's likely that SSG will be quick to release a patch to address the most glaring of the aforementioned problems.

Glitches aside, *Ardennes Offensive* is still destined to reside proudly on any *grognard*'s hard-drive for many years to come. It's a beautifully crafted and playable title that showcases how skillfully a wargame can be presented on a personal computer; a definite "must have." Kudos to SSG. *–Phil Thé*

★★★★½

Decisive Battles of World War II: The Ardennes Offensive

SSI • www.ssionline.com • Requirements: Windows 95, 90MHz Pentium or higher, 8MB of RAM, 2X CD-ROM • Multiplayer: 2 players, Internet, IPX, modem, null-modem

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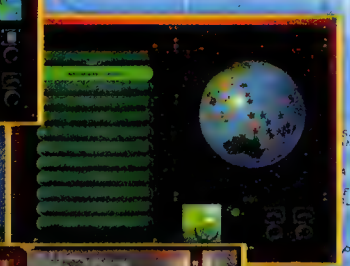

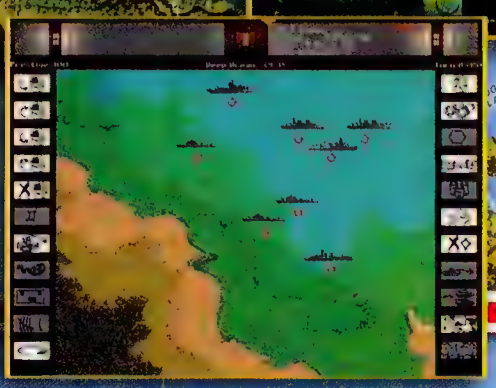

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The Great Battles of Alexander

The Pride of Macedonia conquers the computer

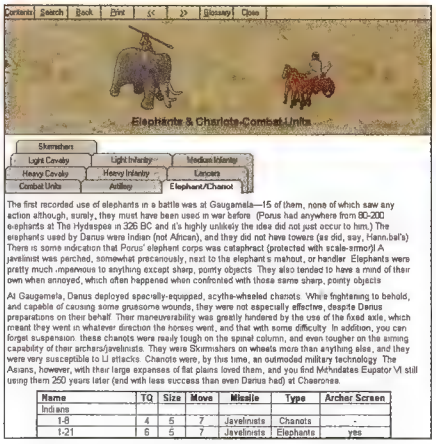
By the time Alexander the Great was my age, he'd been dead for two years. Sad, but true; by the time the ancient world's greatest commander died at age 33, he had conquered the known world and laid the foundations for dynasties, empires, and a legacy that would far outlast his brief life span. Wargamers have flocked to Alexander's banner, with tactical and strategic simulations of his campaigns and battles. The most extensive, detailed, and modern treatment of Alexander's military efforts has been *The Great Battles of Alexander* boardgame, from GMT Games, which in its Deluxe Edition features ten of the Macedonian's greatest challenges. Now, thanks to Interactive Magic and GSE Erudite Software, computer gamers can try their hands at duplicating Alexander's accomplishments – or foiling the young general's path to glory.

The Great Battles of Alexander is a Windows 95 game that has been in the works for some time, wandering a bit until Interactive Magic finally gave it a home. Each of the ten battles in *Alexander* features an attractive map, extensive historical notes, and a host of intricately-designed and animated combat units. Most of the subtlety and depth of the boardgame's charts and tables has made it into the computer version, including the multi-layer combat system. New for the computer are more streamlined but realistic leadership rules. Three levels of zoom and the ability to rotate the map 180° insure good visibility, and the slick Windows interface supports multiple map views and information windows as well. The included battles are also available as part of a campaign, with a limited set of strategic options. Though not a full, linked campaign system, this does provide an interesting and challenging way to walk in Alexander's footsteps.

Graphically, the game is a visual feast. The quality of the artwork and animation is uniformly high. Elephants undulate, phalangists thrust their sarissas, archers loft arrows in deadly arcs as the battle unfolds, and combat animations actually have some relation to the course of battle. After a few clashes, the field becomes littered with brightly colored corpses, spent javelins, and the detritus of routing units; even the rivers become clogged with bodies, which flow with the current downstream. Sound effects are just as good, conveying the clamor of battle with convincing feeling. Clever use of highlighting picks out command radii and movement ranges, while the mouse cursor changes shape to indicate possible actions such as shock or missile combat. All commands are available from an icon strip, and it is entirely possible to play the game with just the mouse.

Great Battles of Alexander does very well in terms of gameplay too; for a boardgame conversion, this is as good as it gets. The PC version provides a convenient way to play large battles, and retains a lot of the original's period flavor. Many of the numbers that make the boardgame tedious but also fascinating are quite deeply buried in *Alexander's* structure, which some gamers may chafe at. Most, however, will instead focus on the wonderful initiative system, wherein commanders activate on a semi-random basis, weighted by ability; no one is ever sure who will move next. As each commander is responsible for a distinct section of the line of battle, and no units can move without commander's orders, the game is never stereotyped and always unpredictable.

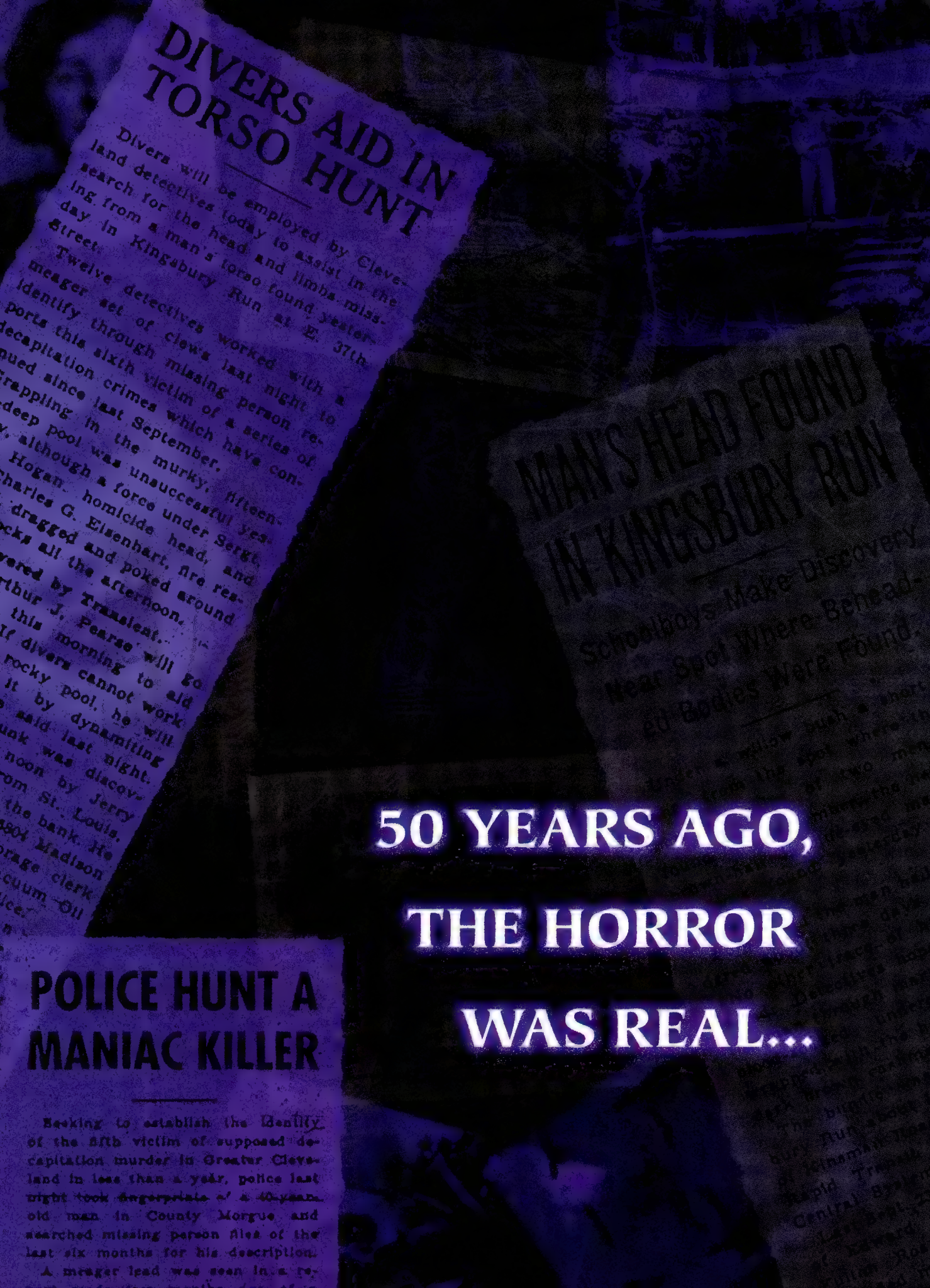
The computer opponent is competent, particularly as Alexander's opponent, but less than stellar as the Macedonian side. The AI is quite good at small tactics, maneuvering well for flank attacks, but is deficient at grand tactics, the art of managing the entire battle, and does not seem to take advantage of group moves. There are still challenges, however, and many battles feature several AI battleplans. When compared to other wargames, *Alexander* more than holds its own, and the design team is planning significant AI enhancements for the next game in the series, *Hannibal*, which may well make it to *Alexander* via a patch. The game includes the option of modem, network, or Internet play, with the last two methods allowing each leader to be commanded by a different human player. All in all, a very good game, and one that wargamers (and others) will want for their collection.–*Robert Mayer*


Contents Search Back Print Glossary Close
Elephants & Chariots-Combat Units
Skirmishers
Light Cavalry
Light Infantry
Medium Infantry
Heavy Cavalry
Heavy Infantry
Lancers
Combat Units
Artillery
Elephant/Chariot
The first recorded use of elephants in a battle was at Gaugamela—15 of them, none of which saw any action although, surely, they must have been used in war before. (Porus had anywhere from 80-200 e-phants at The Hydaspes in 326 BC and it's highly unlikely the idea did not just occur to him.) The elephants used by Darius were Indian (not African), and they did not have towers (as did, say, Hann.bal's) There is some indication that Porus' elephant corps was cataphract (protected with scale-armor)! A javelinist was perched, somewhat precariously, next to the elephant's mahout, or handler. Elephants were pretty much impervious to anything except sharp, pointy objects. They also tended to have a mind of their own when annoyed, which often happened when confronted with those same sharp, pointy objects
At Gaugamela, Darius deployed specially-equipped, scythe-wheeled chariots. While frightening to behold, and capable of causing some gruesome wounds, they were not especially effective, despite Darius preparations on their behalf. Their maneuverability was greatly hindered by the use of the fixed axle, which meant they went in whatever direction the horses went, and that with some difficulty. In addition, you can forget suspension: these chariots were really tough on the spinal column, and even tougher on the aiming capability of their archers/javelinists. They were Skirmishers on wheels more than anything else, and they were very susceptible to LI attacks. Chariots were, by this time, an outmoded military technology. The Asians, however, with their large expanses of flat plains loved them, and you find Mithridates Eupator VI still using them 250 years later (and with less success than even Darius had) at Chaeronea.
Name | TQ | Size | Move | Missile | Type | Archer Screen
Indians
1-8 | 4 | 5 | 7 | Javelinists | Chariots | -
1-21 | 6 | 5 | 7 | Javelinists | Elephants | yes

[top to bottom]
The end of a successful campaign. Of course, failure earns you the sobriquet "Alexander the Cretin";
The elephants are coming! The elephants are coming! The el...oh, why bother? Just make luggage out of 'em;
Excellent on-line help reprises and enhances the comprehensive paper manual – this is how more games should do it

★★★★½

Great Battles of Alexander
Interactive Magic • www.imagicgames.com • Requirements: Windows 95, 486 DX4/100 or higher, 16MB of RAM, 2X CD-ROM • Multiplayer: 2 or teams (variable size), Internet, LAN, modem, hot seat


DIVERS AID IN TORSO HUNT
Divers will be employed by Cleveland detectives today to assist in the search for the head and limbs missing from a man's torso found yesterday in Kingsbury Run at E. 37th street.
Twelve detectives worked with a meager set of clews last night to identify through missing person reports this sixth victim of a series of decapitation crimes which have continued since last September.
Grappling in the murky, fifteen-deep pool was unsuccessful yesterday, although a force under Sergt. Hogan, homicide head, and Charles G. Eisenhart, fire rescuer, dragged and poked around rocks all the afternoon.
MAN'S HEAD FOUND IN KINGSBURY RUN
Schoolboys Make Discovery Near Spot Where Beheaded Bodies Were Found
50 YEARS AGO, THE HORROR WAS REAL...
POLICE HUNT A MANIAC KILLER
Seeking to establish the identity of the fifth victim of supposed decapitation murder in Greater Cleveland in less than a year, police last night took fingerprints of a 40-year-old man in County Morgue and searched missing person files of the last six months for his description.
A meager lead was seen in a re-

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- *More than 70 challenging and seamlessly integrated puzzles.*
- *A unique interface immerses you in the ultimate adventure game experience.*
- *An outstanding cast of professional actors starring Dennis Hopper, Terri Garr and Darren Dicker.*

TAKE 2

www.bdahlia.com

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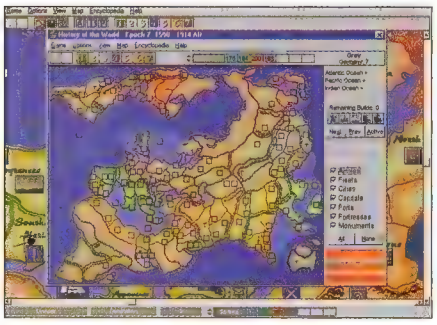
History of the World

World conquest in seven easy epochs



The world's your stage... and yes, the map is skewed to better focus on the areas where, historically, the major civilizations have arisen

A relatively new entrant into Avalon Hill's stable of boardgames, *History of the World* has, nonetheless, already achieved classic status with boardgamers. It's simple mechanics, (relatively) fast gameplay, and overall feel made it something of a "must convert" for the computer side of the business.

The system is both simple and elegant; players (two to seven) act as "gods" directing the course of civilizations throughout seven epochs (essentially, turns). Unlike other civilization games, *History of the World* realistically recreates the rise and fall of empires – *no* civilization will end up conquering the world for all-time. Instead, players grab what they can for a particular civilization while it's in the spotlight, then dig in and wait for the inevitable decline. Every epoch players get to manage a new civilization while any territory, cities, seas, and monuments their old empires still hold continue to earn them points. While mechanically very easy to play, you need very good long range strategic planning to actually win, along with a close knowledge of how scoring works *throughout* the game (something that may not be easy to grasp at first).

Even dumbed down, the computer opponents are very, very formidable; they know what scores well, and how to set themselves up for future scoring opportunities. Multiplayer play is supported via a mixture of hotseat and/or play-by-email (because of the limited number of turns, this makes for a great PBEM game). It might even make a better "party" game than it's boardgame brother because the computer does all the accounting. The biggest problem with the computer version is that the human-human interaction (which, in the boardgame, happens mostly *outside* of the realm of the game's mechanics) is not replicated in human-computer conflicts; when played only against computer opponents it feels almost sterile at times.

There are a few technical glitches; I had the game get caught in a loop once, and there have been reports of incorrect play of event cards and crashes (although in general it seems quite stable). The main game graphics are decent and the music is very good, but the sounds are few and the multimedia segments range from weak to painful.

Despite the complaints, *History of the World* remains a very solid game; for multiplayer it's excellent, and even for solo players it provides a mostly satisfying (and fast – usually under an hour) gaming experience. *–Scott Udell*

★★★½☆

History of the World
Avalon Hill • www.avalonhill.com • Requirements: Windows, 33MHz 486 or higher, 8MB of RAM, 2X CD-ROM • Multiplayer: 2-7, hotseat, PBEM

Capitalism Plus

Making a good thing better

Seaports are your link to overseas production

Several years ago, Interactive Magic, at that time an ambitious start-up company, released *Capitalism*. While a somewhat surprising title to come from the home of "Wild Bill" Stealey (after all, he so likes to blow things up), *Capitalism* was, and is, a gem – arguably the best reality-based economic simulation ever to grace consumer software shelves.

Now I-Magic has released *Capitalism Plus*, and everything that applied to *Capitalism* applies here as well. *Capitalism Plus* once again puts you in the seat of Chairman of the Board/CEO of a company set squarely in the consumer-goods stream. The entire vertical market is simulated, from mining raw materials through selling at a department store. Along the way, you can invest in advertising, R&D, and training of your workforce. A fully functioning stock market is also modeled. The amazing part is that developer Enlight Software managed to include all this detail while still making the game totally addicting to play.

New to *Cap Plus* are real-world maps, more scenarios (some of which are fiendishly difficult), and a map editor. A multiplayer mode is also included. In multiplayer, you play for a set amount of time, then turn your company over to computer control (with several play-style parameters set up) and send the saved game on to the next player. After he plays, he does the same thing, and the game continues in round-robin fashion. Other new features include three different product sets, the invention of new products in the R&D labs, and random events to foul up your plans. Graphics have been improved, but overall the interface hasn't changed. One disappointment is that we are still not giving an editor for the product database.

Except for the multiplayer mode, these additions aren't *that* significant, and would not warrant a re-purchase by devoted *Capitalism* fans if not for the fact that I-Magic has included a $20 rebate voucher for owners of the earlier iteration. Kudos to them for not forgetting their loyal customers. Gamers who may have missed the first game should not repeat their mistake. If you have any interest in economic simulations, *Capitalism* (either version, really) belongs on your hard drive. *–Peter Smith*

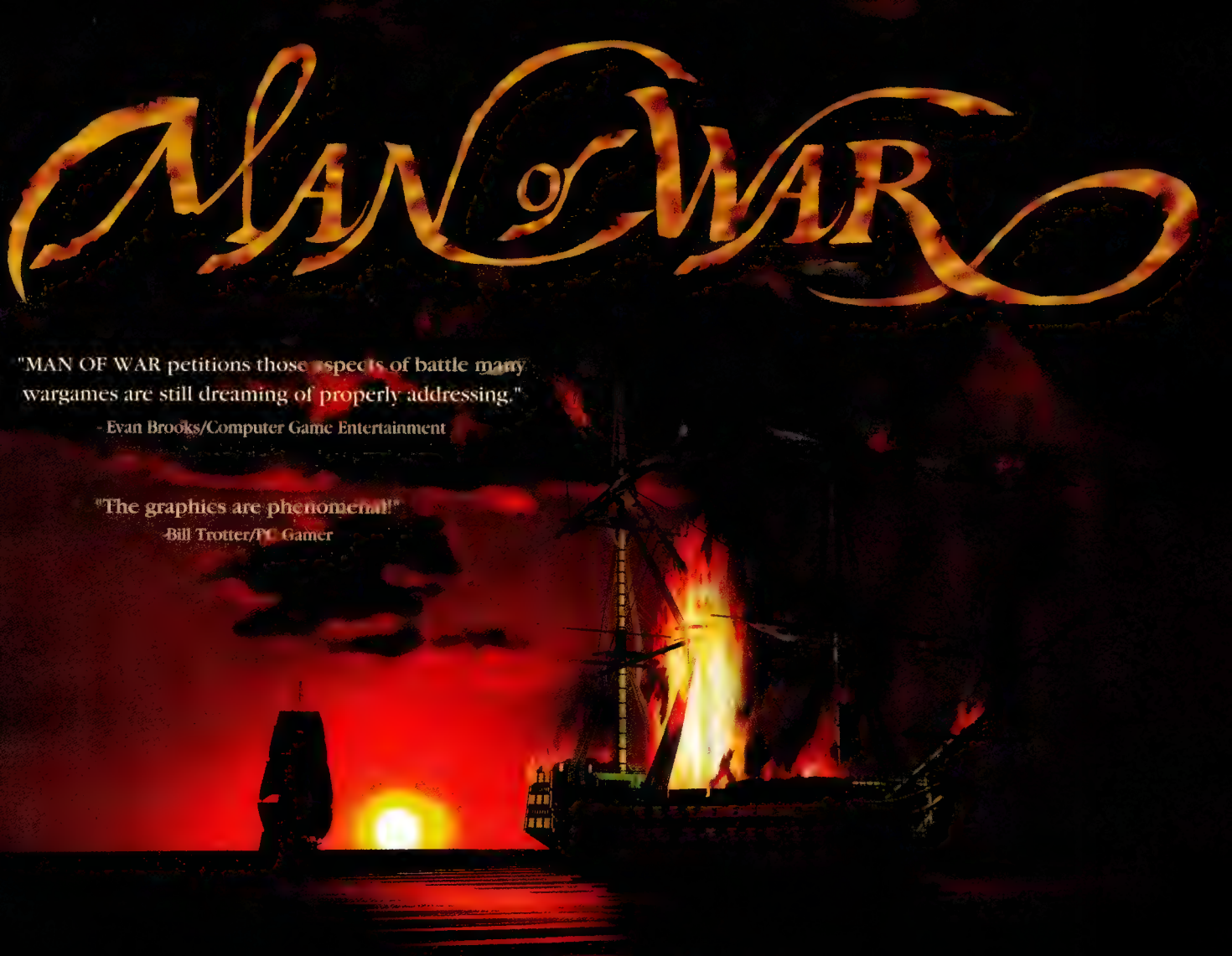
★★★★☆

Capitalism Plus
Interactive Magic • www.imagicgames.com • Requirements: DOS, 386/33 or higher, 8MB of RAM, 2X CD-ROM • Multiplayer: 2-11 players, hotseat or PBEM

Man of War

"MAN OF WAR petitions those aspects of battle many wargames are still dreaming of properly addressing."
- Evan Brooks/Computer Game Entertainment

"The graphics are phenomenal!"
Bill Trotter/PC Gamer



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. 3D Rendered Graphics . Large Scale Fleet Actions . First-Person Perspective

(Actual in-game graphics)

ON "SAIL" IN AUGUST

PC-CD ROM

STRATEGY FIRST INC.

SIMULATIONS CANADA

KIDS TO ADULTS
CONTENT RATED BY ESRB

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STEPPING STONES.
REDORB
entertainment

"Warlords AI not only blows away the immediate fantasy-based competition, but other strategic wargames as well." - PC Games

"For this gaming series, third times a charm!" - PC Gamer

Warlords III
Reign of Heroes

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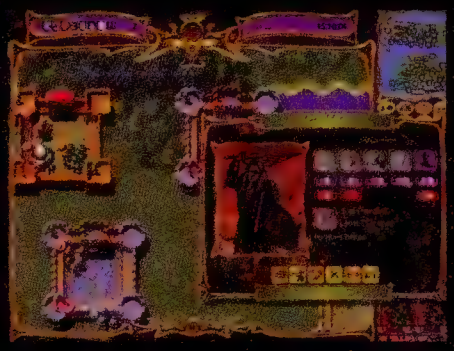

Struggle against computer opponents whose AI monitors your every tendency and plots elaborate strategies against you and your allies.

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www.warlords3.com

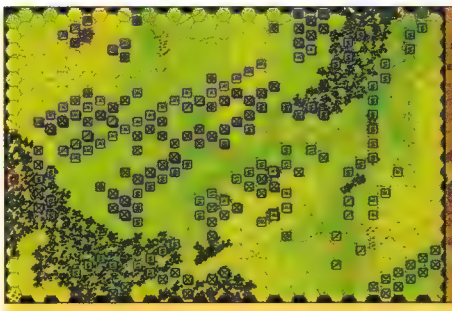
Napoleon in Russia

French élan versus Russian brawn

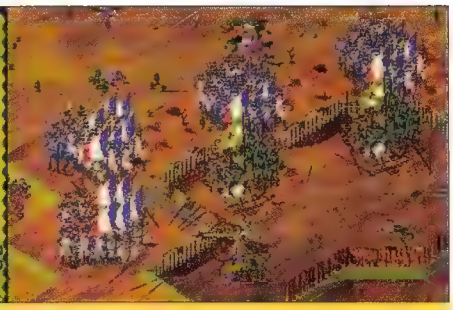
Napoleon in Russia offers game players of TalonSoft's *Battleground* series the chance to practice the art of Napoleonic warfare upon a new stage. What is helpful about this series is that if you have played *Waterloo*, then you should have no trouble transitioning your period tactics to this new adaptation. While the Battle of Borodino (1812) preceded Waterloo (1815) by almost three years, the conduct of war had changed little during the interim. Experienced players of *Waterloo* may find themselves more concerned with developing an overall strategy while novices may want to give more weight to learning the tactical nuances of maneuver and combat. In any case, both will find *Napoleon in Russia* as interesting to study as it is to play.

From just looking at the historical orders of battle and the map terrain, some general comments can be made about the overall situation. Napoleon's Grand Army does not enjoy any particular advantage in numbers or deployment. In fact, the Russian and French armies are about equal in size with the Russians enjoying an edge in artillery. The Russian armies have the benefit of being entrenched behind several redoubts and along the formidable Kolocha River. Despite bridges and several fords, the Kolocha, crossing the battlefield from northwest to east, essentially splits the battlefield into semi-independent zones. Note that, except for Borodino, all of the objectives lie south of the river. Since a sizable portion of the Grand Army is detached initially on the north side of the river, the French have a troubling obstacle to overcome before effecting a concentration of force.

Remember, the burden of attack is upon the French; without numerical superiority or the freedom to outmaneuver the Russian defenses, they have few options left other than to conduct costly frontal assaults across difficult terrain. Compounding the French dilemma is the "fanaticism" rating enjoyed by the Russian infantry, giving them a melee combat advantage. The only plus in the French column is the extended Russian line, which is strung out for a couple of miles along the southern bank of the Kolocha. Under these adverse conditions, I find it rather miraculous that the French were historically able to scratch out any kind of victory at all!



The overall picture is necessary to form a strategy



The French have to obtain local superiority at decent odds

A river crossing in the face of enemy fire is never easy

Battlefield strategy

The Russian player in the historical battle scenario has all the objectives and good defensive positions. By stubbornly defending every objective and making the French pay dearly for every inch of ground, the Russian armies can bide their time. As reserves (fixed units) are released, the question will be how to best employ them. While some will have to be fed into the line piecemeal to close breeches or cover retreats, any opportunity to set aside released formations for future counterattacks should be a priority. Eventually the French will prevail against sections of the thin Russian front line and the ability to launch one or two local counterattacks against exhausted French units may create enough havoc to allow you to restore your line a short distance to the rear. The French contingent on the northern side of the river may also present an occasion for an offensive action of your own. In any case, even a small demonstration of force north of the river may concern the French enough to ensure that they maintain a sizable presence in the area to take and hold the Borodino objective – forestalling any meaningful reinforcement of their comrades to the south.

For the French player a battle of broad attrition may gain modest inroads against the Russian defenses and capture a few objectives as well, but a decisive victory will require a little more offensive finesse (something which Napoleon seemed to lack that day). The French have the ability to create local superiority against portions of the Russian line. If you are playing a scenario that employs the Fixed Unit feature, pay close attention to the release schedules. Just because a formation is released and ready for maneuver does not mean it should be immediately sent against the Russian line. Do not advance upon an objective until you not only have the forces to take it, but also have the reserves to hold it against a possible counterattack. It will not be uncommon for whole brigades (or even divisions) to become spent in a single assault, possibly taking them out of action for the rest of the day. Without fresh troops to leap-frog into the breech and beyond, you risk being repelled and forced to repeat the whole unpleasant process all over again.

The management of reserves is vital to a prolonged battle of attrition. A reserve will help you maintain your front lines against an enemy attack or will allow you to reinforce a faltering assault. Players should try to establish a small reserve of fresh troops to cope

Watch your command and control ranges for brigades and divisions

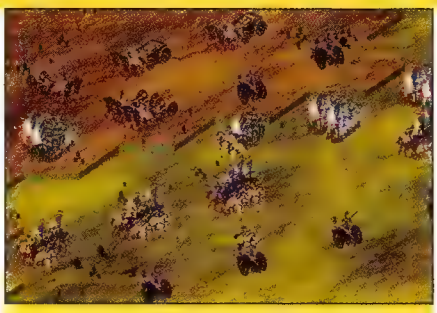
with unforeseen circumstances or to rotate exhausted formations out of the front lines. This concept is easily agreed to in principle but it is difficult to implement in reality. One reason it is hard to create a reserve is that it requires some forethought before committing troops to a particular action. While in the short term it is easier for the French to casually march a division down the road towards the enemy lines with the drums beating the *pas de charge*, especially when there are so many formations under your command, in the long run it just would not be prudent.

Battlefield tactics

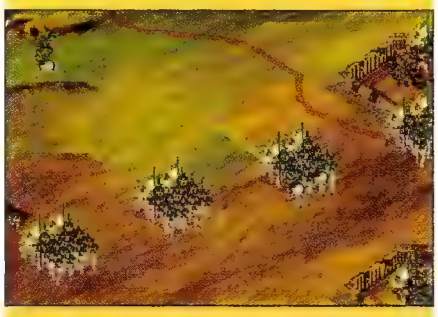
With factors such as fatigue and disorder eating away at your army's cohesion, maintaining division and brigade integrity by observing the command and control ranges will help keep your troops in good order. During melee combat only one leader need accompany the assault to obtain the leader modifier, so it would be fruitless to send the whole chain of command along for show. Keep upper echelon leaders nearby to help rally routed formations and reduce disorder.

I recommend that you refrain from imitating the period practice of placing your troops on parade within shot-range of enemy artillery. When possible, keep units just out of sight so they will be in good order when the call comes to move forward. Prior to maneuvering your troops, take note of enemy artillery ranges and lines-of-sight (LOS). Use the LOS button often to determine the best approach to a fortified enemy position that provides maximum concealment. The broken terrain provides some opportunity to maneuver into good pre-assault positions. If you have no choice but to advance over open terrain, then present as many small targets as possible and approach with the greatest speed to minimize casualties.

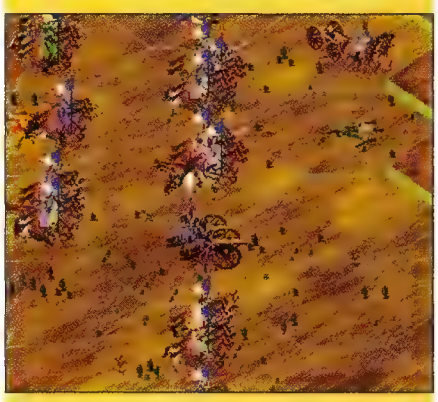
Always seek optimum attack/defense performance by the proper coordination of all combat arms. Infantry, cavalry and artillery units should be utilized together to take advantage of their inherent strengths and minimize their individual weaknesses. Horse artillery should move forward and keep pace with the lower echelon units to provide close support. In most cases, heavier divisional and corps artillery can provide distant support with their greater ranges. Be careful to escort forward artillery batteries with infantry or cavalry to protect against their quick loss.



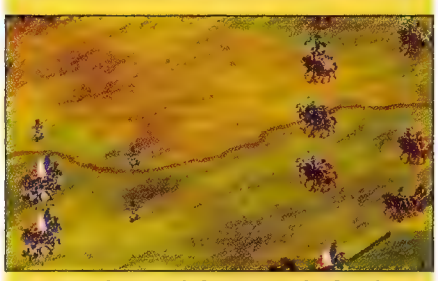
Form a reserve for unforeseen circumstances



Parading troops before the enemy is not wise



The coordinated attack optimizes the benefits



A strong threat to infantry: cavalry forming for a charge

Cavalry has a significant threat potential and will give enemy infantry the most headaches regarding formation changes. If cavalry can bluff enemy infantry into forming a square, they might cause disorder to result or at least give nearby artillery a tempting target. The new Cavalry Counter-charge feature no longer allows enemy cavalry the freedom to form charges with impunity. Individual squadrons can also be used to ride down isolated skirmishers and overrun unsupported artillery batteries. After a charge, disordered cavalry movement allowances are halved, making a retreat to reform very risky (the flanks are exposed to attack). Hold some cavalry in reserve during a charge to cover retreating troopers or to support them in their new positions.

To gain and hold objectives you need infantry. Correct infantry unit management requires troops to be in good order to attempt the formation changes that give this arm its flexibility. If an infantry unit is unable to complete the proper formation change to meet a threat or perform a task, disaster may result. Be wary of needlessly disordering your units; marching them through penalty-causing terrain hexsides does this and should be avoided when possible. Remember all units in a hex must perform the same formation change or risk disorder. This is particularly important for the French as their battalion troop numbers are lower, allowing more units per hex. As each unit must individually undergo the threat check, there is an increased chance that one or more may fail a formation change attempt in a hex, turning a routine drill into a field commander's worst nightmare.

Of course in combat, nothing is a sure thing; increase your chances with flank attacks when possible and occasionally check out that next rise with reconnaissance to avoid any nasty surprises. If you can preserve good order, properly coordinate the combined arms approach and wisely manage your reserves, there is little reason why the day should not be yours. *–Mark McIntosh*

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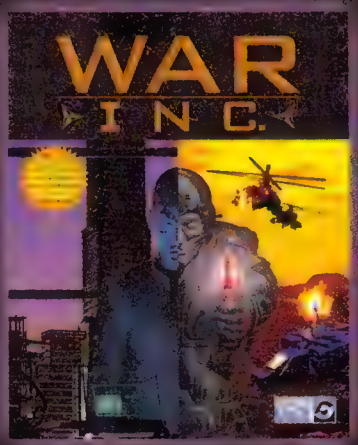

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Cheat Thrills

PR 101: How to make your action game a hit with the press

After sifting through the rubble that is my office after a trade show like E3 (well, my office always looks like a hurricane-damaged fraternity house during rush week), it's clear there's one trend that is often neglected by the press: the art of the press release continues to evolve.

Ah, the press release. Where else can you find a page full of useful information about an upcoming title? Well, actually, you rarely find any useful information in a press release, but they try. For the edification of you, our dear reader, I offer you a template that will allow you to write brilliant press releases that will sway us gullible members of the press. Without further ado…

_____ (COMPANY 1) SET TO _____ (VERB) YEAR'S _____ (ADJECTIVE) TITLES

The sequel to the _____ (ADJECTIVE) *hit* _____ (GAME NAME 1) *heads lineup of* _____ (ADJECTIVE) *titles in 1997*

Atlanta, GA – _____ (COMPANY 1), a _____ (ADJECTIVE) publisher of _____ (NOUN) titles, announced its 1997 line-up of _____ (ADJECTIVE) games at the Electronic Entertainment Expo in Atlanta, including _____ (GAME NAME 1), _____ (GAME NAME 2), _____ (GAME NAME 3) and _____ (GAME NAME 4).

Company commitment to these _____ (ADJECTIVE) products will be evident at this year's E3 show, predicts _____ (NAME), _____ (JOB TITLE), of n_____r (COMPANY 1). "Our product lineup leverages the best of _____ (COMPANY 1), including _____ (ADJECTIVE) brands, _____ (ADJECTIVE) talent and _____ (ADJECTIVE) marketing. With this lineup, we hope to satisfy the needs and expectations of _____ (PLURAL NOUN) everywhere."

_____ (GAME NAME 1) II is the sequel to the best selling _____ (GAME NAME 1). It's a _____ (ADJECTIVE) 3D _____ (GENRE)/_____ (GENRE) with _____ (NUMBER) _____ (PLURAL NOUN) of action. Choosing from one of four _____ (PLURAL NOUN), gamers must _____ (VERB), _____ (VERB), _____ (VERB), _____ (VERB) and _____ (VERB) their way to the depths of evil in order to _____ (VERB) the last of the three _____ (PLURAL NOUN). Players must confront _____ (ADJECTIVE) enemies and their way through a variety of _____ (VERB) locations, including a _____ (ADJECTIVE) _____ (PLACE), _____ (PLACE) and a _____ (PLACE). With n_____r n_____n (NUMBER NOUN) per _____ (NOUN), players will have free reign to choose from _____ (NUMBER) death-dealing _____ (PLURAL NOUN).

_____ (GAME NAME 2) is a _____ (ADJECTIVE) _____ (GENRE)/_____ (GENRE) featuring unparalleled story depth and _____ (ADJECTIVE) audio and visual effects. It takes computer _____ (PLAURAL NOUN) on an epic real-time journey filled with _____ (NOUN), _____ (NOUN) and _____ (NOUN). Featuring _____ (ADJECTIVE) voice-overs from _____ (FAMOUS PERSON) and _____ (FAMOUS PERSON), and more than _____ (NUMBER) minutes of _____ (ADJECTIVE) _____ (NOUN) footage, the game invites players to embark on a journey through an _____ (ADJECTIVE) world containing more than _____ (NUMBER) hours of intense _____ (VERB) gameplay.

_____ (GAME NAME 3) is the _____ (ADVERB) anticipated 3D first-person _____ (GENRE)/_____ (GENRE) that has been called "the most _____ (ADJECTIVE) _____ (NOUN) of all time." After landing on an _____ (ADJECTIVE) planet, you awake to discover you are in a _____ (ADJECTIVE) world, where warring alien uuuuuuuuu (PLURAL NOUN) uuuuuuuuu (VERB) for the planet's most valuable resource, _____ (PROPER NOUN). Featuring the industry's most _____ (ADJECTIVE) 3D engine, and support for 3D _____ (NOUN) and _____ (NOUN) technology, _____ (GAME NAME 3) will change the way you _____ (VERB) at first-person 3D _____ (GENRE) games.

_____ (GAME NAME 4) will take adrenaline rushes to new _____ (PLURAL NOUN) in August. It offers 3D-rendered _____ (NOUN), polygonal _____ (NOUN), more than _____ (NUMBER) different _____ (PLURAL NOUN) and _____ (ADJECTIVE) gameplay. The player is plunged into a _____ (NOUN) set in diversified locations, including _____ (PLACE), _____ (PLACE) and _____ (PLACE) landscapes. Players are armed with an arsenal of _____ (PLURAL NOUN), _____ (PLURAL NOUN) and _____ (NOUN) units, including _____ (PLURAL NOUN), armored support _____ (PLURAL NOUN), and four-wheel drive military _____ (PLURAL NOUN).

_____ (COMPANY 1) is a leading developer and publisher of interactive entertainment. Additional product information can be found on the web site at www._____(NOUN).com.

With the priceless information contained in a document like this, you're virtually guaranteed a two-page feature in a gaming magazine or on a web site. *–Steve Bauman*

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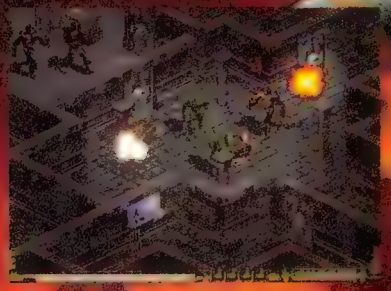

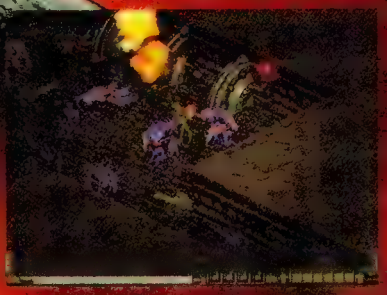

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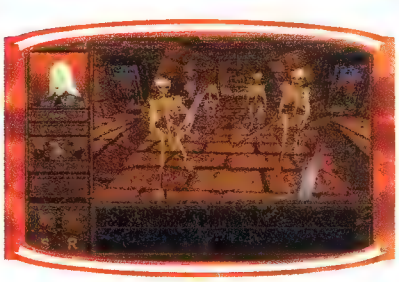

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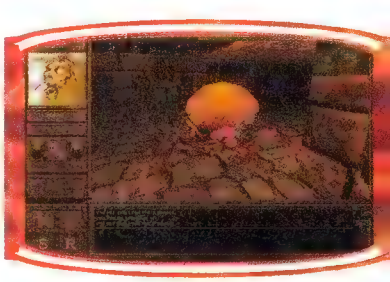

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Carmageddon

Brilliantly over-the-top vehicular mayhem

[top to bottom]
Have a nice day, grandma

This guy takes forever to destroy

That's gotta hurt

The 3Dfx patch will smooth out the graphics and the frame rate

Warning: this review contains material that may be considered offensive to some readers. It describes a game that contains extreme graphic violence while rewarding and encouraging the mass slaughter of innocent people. Merely reading this article could cause irreversible psychological trauma, especially in those below the age of 17. Reader discretion is advised.

The debate over whether passively experiencing or actively participating in a violent act on your PC has any influence whatsoever on gamers will likely be renewed with the release of *Carmageddon*, a hyper-violent driving game. It combines driving and manslaughter in such a way that could be disturbing if it wasn't so completely exaggerated and cartoon-y.

But we're talking about games, not psychology. The structure of *Carmageddon* is like most arcade race games – run a race, get money and upgrade your car. Each race features six cars. There is a timer that counts down; when it hits zero, the race is over. Unlike most race games, the way you increase the timer is not by reaching different stages, but instead by damaging other cars, or more often than not, running over pedestrians. If the thought of killing people makes you squeamish, pretend the guys in suits are your ex-boss, the men or women in bathing suits are Calvin Klein models, the punker dudes are whiny Gen-X'ers, and perhaps most gratifying of all, the guys in white suits are those dancing idiots in the Intel MMX commercials. Play that funky music, disemboweled boy.

There are three different ways to win a race: you can win it outright, by completing X number of laps; or by destroying all of your opponents; or killing every pedestrian in the environment (the latter is unlikely, considering there can be more than 500 in a race). For particularly inspiring deaths, you may be awarded bonuses for "extra style" or "artistic impression." The tracks have a lot of jumps and hills, and the inevitable flips and spins can result in a "cunning style bonus." Power-ups range from the typical (full repairs, extra time) to the bizarre (a "jelly" suspension or the "pedestrian extro-bastard ray").

Violence aside, racing games are all about physics, and *Carmageddon* has a perfect driving "feel." With a racing game, whether it feels realistic or not is more important than whether it's actually realistic, and the models for all of the vehicles in the game are perfect. Each car has a completely different feel, with the small cars having tight turning radii and good handling, while the big, heavy cars turn slowly and tend to oversteer at the merest hint of a turn.

As good as the car models are, it's the gameworld that really shines. The environment for each race is enormous and free-form. You can drive anywhere, with few limits (if you want to finish a race, you might want to stay on the marked portions of the track); and where most racing games are content with 3-8 tracks, *Carmageddon* gives you a remarkably generous 99 tracks. Astute drivers will recognize some of the environments as being duplicates, though the actual routes through the areas are different.

If you like *Destruction Derby*, you ain't seen nothing until you've seen *Carmageddon*. Dynamic visible damage and the most amazing high-speed accidents make for a racing experience that is unlike anything ever seen on the PC.

No game is perfect, and *Carmageddon* has a lot of flaws that can be considered fairly serious depending on the gamer. The game ships with both a DOS and Windows 95 version, and the latter version is a bit on the sluggish side (an understatement – it basically sucks). A high-resolution mode is only available with the DOS version, and can only be accessed via a command-line switch. This isn't a big a deal, since the game is virtually unplayable in this mode due to a piss-poor frame rate (a 3Dfx patch is allegedly on the way). Finally, purveyors of perfect 3D, the ones who'd rather talk about draw-in and such than play a game, will find a lot to complain about.

Overall, though, the gameplay wins out, even in low-resolution VGA mode (some of us don't necessarily view this as a detriment). Lesser games would have been content with playing up the killing angle and ignoring the gameplay (see the upcoming game *Postal*), but the makers of *Carmageddon* have instead fashioned a brilliantly over-the-top racing game, one that would have been well-received even without the violence. A number of flaws that have nothing to do with its violent content keep it from receiving a higher score, but if you enjoy arcade racing games, *Carmageddon* is one of, if not the, best on the market. *–Steve Bauman*

★★★★☆

Carmageddon
Interplay • www.interplay.com
Requirements: DOS, Windows 95, 90MHz Pentium or higher, 16MB of RAM, 2X CD-ROM • Multiplayer: 2-6 players, IPX, modem

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TEEN
AGES 13+
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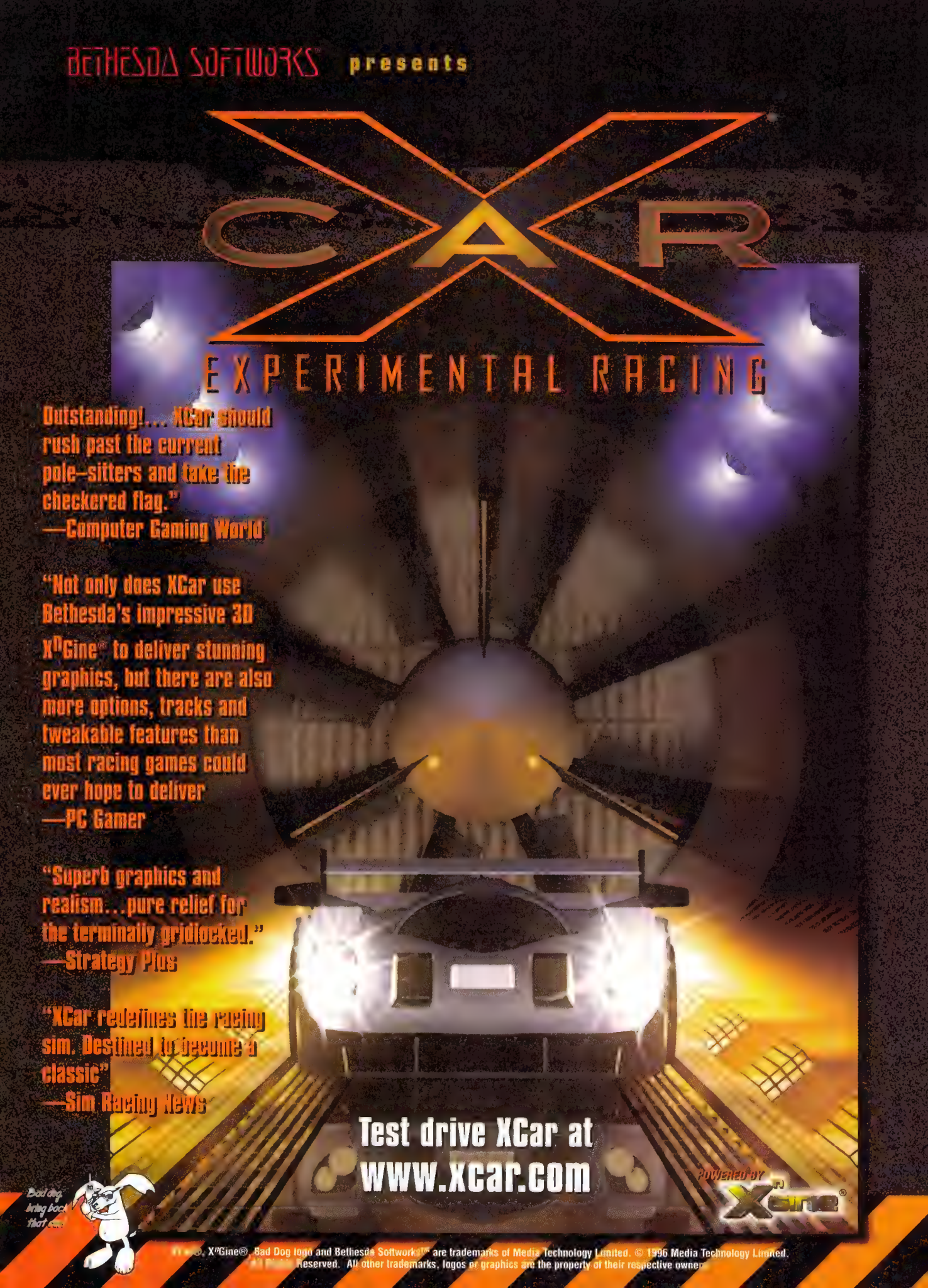

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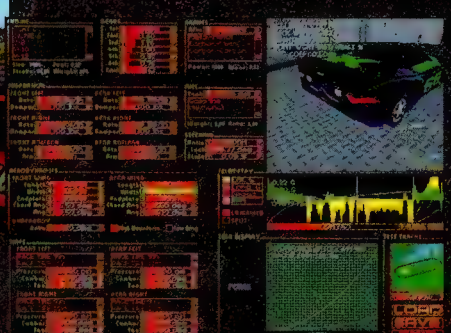

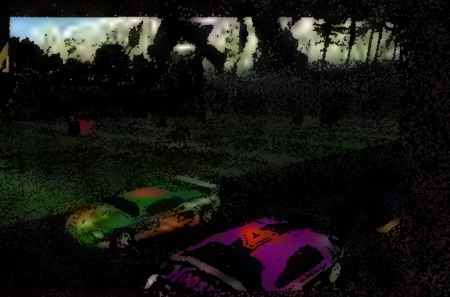

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KIDS TO ADULTS
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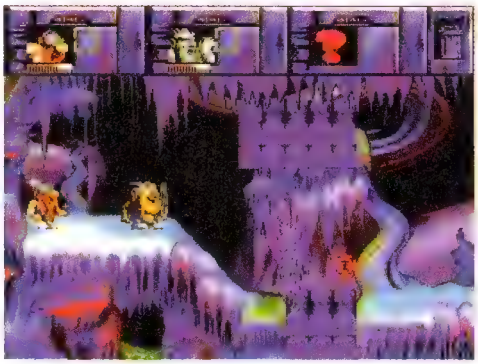
Norse by Norsewest

The Viking hordes are baaacckkk...

Above: **Teamwork is imperative to the success of the Lost Vikings**
Left: **Guide your Viking buddies through a variety strange, puzzle-laden 2D lands**

Norse by Norsewest is one of those cool little games that is hurt more by its poor translation than anything to do with the actual game itself. This is a quirky little puzzle based, side scrolling action game, wherein you control the three Lost Vikings (and friends) as they fumble their way through 31 levels ranging from simple to deviously tricky. The point of the game is to get all three Vikings through each level by using their unique abilities to solve the various puzzles. Only one of the Vikings can jump, for instance, while another can attack and use his grappling arm, and the third can shrink, hold a shield and fart (no joke). There is also a werewolf and a dragon that take the place of a Viking now and then as well. Most multiplayer games don't have as much of a teamwork aspect as this game does and, in fact, you can play *Norse by Norsewest* with a friend on the same machine.

The graphics are quite nice, with 3D rendered characters and no shortage of weird things to see. The sound effects are solid, the voices and dialogue are humorous and the music is actually very good.



Unfortunately, the game plays in a 640x480 window and won't go full screen if your desktop is higher than that. The game saves by using passwords (just like the PlayStation version), and actually requires you scroll through the letters to input your password instead of just letting you use the keyboard (something most PC owners, unlike PlayStation gamers, actually have and even know how to use). The worst flaw is that the game forces you to use the keyboard. It won't accept a control pad at all, which is inexplicable to say the least. Still though, those flaws aside (and they are big flaws), this is a fun, challenging game that makes you do something very few games in the action section can do: think. And that's not such a bad thing to do every now and then, is it? *–Jason D'Aprile*

★★½☆☆

Norse by Norsewest
Interplay • www.interplay.com • Requirements: Windows 95, 60MHz Pentium or higher, 16MB of RAM, 2X CD-ROM Multiplayer: 2 players on the same machine

Rebel Moon Rising

Marathon revisited for the MMX crowd

Rebel Moon Rising, the sequel to the even more obscure *Rebel Moon* (only released as a pack-in game with certain video cards), is much less of a *Duke* or *Quake* clone than it is an update of Bungie's *Marathon 2*. This is, first off, an MMX-only game, which means the only life it will really have is, as with its predecessor, as a pack-in. Secondly, it isn't a true 3D game like *Quake*, nor is the game 3D accelerated.

Rebel Moon Rising places you as a Lunar Resistance soldier trying to prevent Earth from thwarting your attempts at rebellion, and the game's twenty-one single player missions takes place in a variety of alien landscapes (sometimes literally so as the game progresses). The lighting is excellent, and the game uses 16-bit color (which gives it the only noticeable advantage over non-MMX titles), and framerates are quite good at 640x480, though barely tolerable at 800x600 on a 200MHz MMX Pentium. Strictly speaking, aside from the assorted bits of eye candy, there's nothing technically impressive about the game, though it is quite good looking overall.

Level design throughout much of the game is rather trying, as the levels are laid out in an often confusing and obscure manner – just like *Marathon 2*, actually – so certain gamers will probably enjoy them. The AI is fairly poor as well, as with most games of this sort, but to counter that the designers have added some interesting touches to the gameplay. Mainly, you can call in reinforcements at certain points (even in a multiplayer game). Another noteworthy feature is that the game has defense missions, wherein you must scurry about to protect both creatures and devices from the Earth forces and these levels were the most fun and interesting in the game.

Heavy hardware requirements aside, *Rebel Moon Rising* is behind the time technically speaking, but fans of the *Marathon* games will be right at home in this one and when taken from that perspective it's not a bad choice for something a little different in the first person shooter field. *–Jason D'Aprile*

Another hectic day in the life of Lunar Resistance Trooper

★★½☆☆

Rebel Moon Rising
GT Interactive • www.gtinteractive.com Requirements: Windows 95, MMX Pentium, 16MB RAM, 4X CD-ROM • Multiplayer: 2-8 players, Internet, LAN, modem

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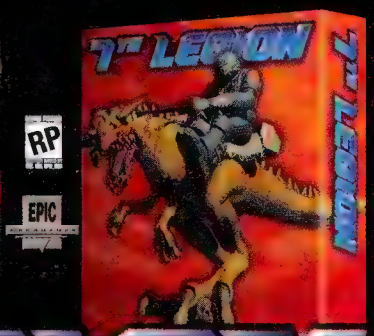

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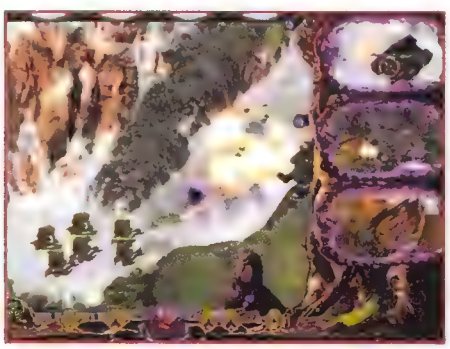
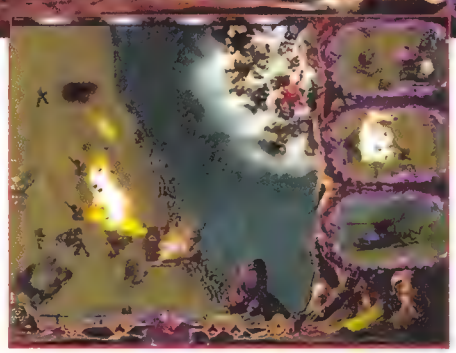


You can play either side in this intergalactic war. Instantly morph yourself into a weapon, a battle tank, or even take on human form.



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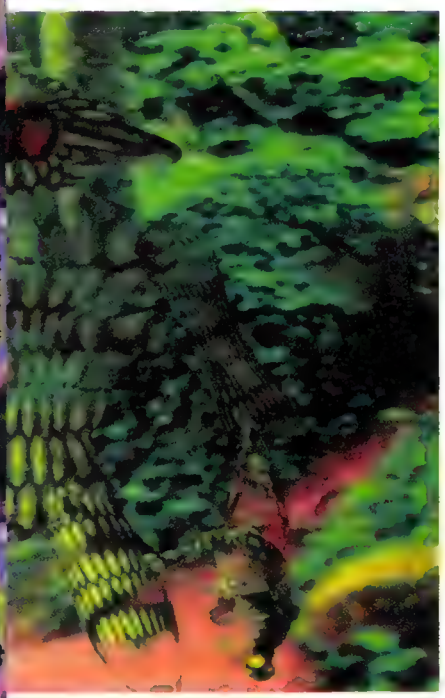
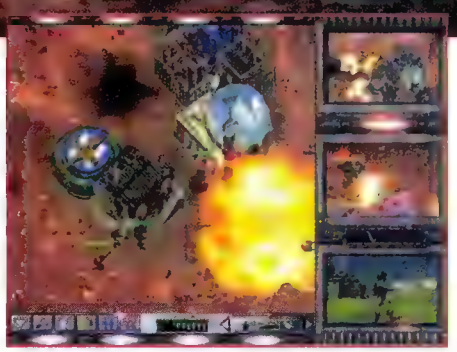


WHERE STRATEGY TAKES ON A NEW FORM



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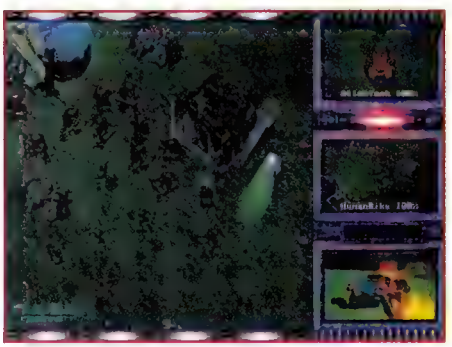

Once your position is discovered, you'll want to go undercover using the blackness of night as your cloak.

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EIDOS INTERACTIVE

Outlaws

A guide for budding Clints

Any corner makes for a great surprise attack

"Creeeeeaakk.... Whap whap whap.....BLAM!" No, it's not the sound of teen night at the local Deja Vu. In reality, anyone who started playing *Outlaws* thinking it was just another 3D shooter knows those sounds all too well. They're the sounds of opening a door and running in with the "mega-plasmic-super-Jane-Fonda-Workout-rocket-launcher" with thoughts of mopping up foes like dust bunnies on flypaper. The only dilemma is that you don't *have* a gun Duke Nukem would trade his privates for, and the only gain from such a maneuver comes from getting to see the gorgeous "Load Game" screen artwork more often than necessary.

Happy Trails..... blood trails, that is

Stealth and cunning comprise the two weapons used most throughout the game of *Outlaws*. Never holster them, never forget them, and never let them rust by the campfire at night. Throw all those fancy tactics every other 3D shooter uses right out the saloon window. Winning in *Outlaws* depends not on what you know, but on what you're willing to forget, and learn new tactics for (these tips assume you're playing on Ugly mode, where the game's tactical depth really shines. The Good and Bad modes can certainly benefit from this advice as well).

There are no power-ups, no plutonium armor to withstand eight mortar shots and a nuclear Twinkie round, and no "over-life" options to raise your life 2001%. For this reason, every health item you find should be carefully rationed. If you're at almost full life, don't grab an elixir. Instead, wait until very low on health in order to gain full benefit. What power-ups do exist in the missions are few and far between, so conserve.

Of all the weapons available, the most often used is the Henry Rifle. With its scope and range, it's a shoe-in for Outlaws MVP. No enemy weapon possesses this range, so the more cowboys you can dust from a distance, the less close-in fighting you'll encounter through the mission. A close second would be the de facto issued Colt .45. Its rapid firing coupled with its fanning ability make it extremely valuable at close range.

Other weapons have their usage, but only in specific situations. Dynamite lends itself well to pits, caves, and dark, eerie places momma promised to take you- er, warned you never to go. In tight situations (like the Cliff Dwellings in Mission 8), the Sawed-off Shotgun takes a lot of work out of clambering through heavily infested areas.

Knives do little good overall. In historical missions, however, bringing back an outlaw alive doubles the score for that mission. Knives are the only weapon available that can achieve the "bring 'em back alive" directive.

Finally, crouch. Almost always crouch. Every level designed for the game offers a multitude of sniper points and crossfire zones. Unless you're dashing across open terrain to take cover on the other side, crouching has no inherent disadvantage. Enemy outlaws will have a harder target to hit when you crouch, and a lot of barriers in the game are knee-high. Plus, you can look up the civilians' petticoats.

Supporting your local gunfighter on the budget plan

John Wayne. Clint Eastwood. Yosemite Sam. Names of legend. Heroes of days gone by. One stood for justice, another for revenge, and one even stood for constant ridicule at the hands of a smart-ass rabbit. All of them, however, share two common and bonding traits: they're all dead (we're talking Clint's movie career here, folks...) and none of them make a cameo appearance in *Outlaws*.

Who *is* in *Outlaws* is you. Whether you leave the dusty plains of the Old West to the admiration of gunfighters or the disdain of the upper class cactii remains to be seen. Listen to the advice from veteran cowboys, glean all you can from their wistful tales and you'll live to sing Crappy Trails by the campfire yet another day.

Leapfrog the rifle and shotgun for close and long range fire

Mission One: The Hideout

Steel Key: West end of the barn loft

Iron Key: On the second floor of the southern ranch house

Brass Key: Corner bedroom of the northern ranch house, on the second floor

Secret Areas: High up on the list of "1,001 Activities for Dysfunctional Families," there's a little blurb about outhouse fishing using your little brother as bait. Replace "Li'l Joe" with a stick of dynamite, and you'll have a little spelunking in your future.

The southern ranch house has an extra surprise for the literary minded, but you'll have to be a bit *pushy* to get your way.

There's one other secret area in this mis-

Look for sniping holes like this, particularly elevated ones

laws, so thinking you've cleared one street while moving on to the next means you'll be the designated bar stool of the month once rigor mortis sets in. Clear out enemies before waltzing through front doors. Whenever possible, use any door but the front door. Buildings face each other; their inhabitants can fire well across abandoned streets. Spittin' Jack Sanchez appears late in the mission. Distance and patience are your friends. He's fast, but keep out of range of his two-pistol attack and eventually you'll whittle his spittle into tasty vittles.

sion, but you'll have to be a little chicken to try and get to it. Watch our for some double barrel hostilities on the other side.

What Clint would do: Sneak your way around the ranch house on the right, picking off guards from long range. With the southern streets cleared, methodically wind your way through the barn, both floors. Once the steel key firmly lies in your grasp, crouch up to the porch of the ranch house and blast through the windows. Clear the vermin from the two floors, then mosey on back to the barn. Burrowing across the tunnels while fighting through hordes of gunslingers doesn't sound titillating, but it's faster than hacking the source code to make a door to the northern ranch house. At the top floor, you'll face "Slim." Sidestep into the door jam, fire, move behind the safety of the wall, and he'll get slimmer in just a few shots.

Mission Two: Sanctuary

Steel Key: Found in the telegraph office. Push the crate in the rear to reveal a secret opening

Iron Key: Search the "immaculate" kitchen, and don't disturb the radishes. Mating season, you know

Brass Key: You can *bank* on the fact that getting this key means digging deep into your bag of tricks

Secret Areas: There's a secret area in the town, but you'll have to get your feet wet. Oh *well*. Both forks in the aquatic road hold promise, but beware the cow skull path; there's a reason the rest of its body ain't around.

Pen and paper may be the fruits of life, but in Outlaws they're firmly grasped in death's grip. It's impolite not to sign the mortician's guest book. Perhaps the ghostly remains will be coffin up some goodies for your journey.

What the Cartwright's would think: Avoid crossfire at all costs. There are few, if any, places in Sanctuary where your backside ain't prime USDA choice meat for a stray bullet. The streets bristle with roaming out-

Mission Three: Train

Steel Key: In the sixth boxcar

Iron Key: Dropped by an outlaw on the fourth boxcar

Brass Key: Look on the fourth boxcar. Notice the preposition used here.

Secret Areas: There aren't too many secrets among train travelers, but a nasty crate jump on the last flatcar stands between a leaping success and a becoming desert smorgasbord for the local iguana gangs.

Glenn Ford says: The luxury of long range disappears here. Treat the flatcar hobos to a morale boosting game of Dynamite Hot Potato, and abandon other weapons for a shotgun. Follow the "open door, fire, dodge to side, let door close" principle to the letter, and it won't seem so bad. No weapon beats the sawed-off shotgun in such close quarters (except maybe a few days without Mr. Bubbles and a tub). Beware nasty ambushes when moving forward through the boxcars. Shooting the civilians lightens the spirit, but lowers the health meter and limits your potential for the priesthood. "Bloodeye Tim" fires fast, but falls quickly to the Sawed Off Shotgun.

Nothing beats the rattlin' of a Gatlin'

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Mission Four: The Canyon

Steel Key: None

Iron Key: None

Brass Key: None

Secret Areas: A canteen convention just north of the starting point promises treasure behind the shade of its walls. Persuasion comes in the form of a nudge.

How The Duke would win the West: Getting lost overshadows getting shot in this canyon. Look up; almost all threats are equal to or above your height. There are outlaws around every corner. The rivers are your best compass. Death defying jumps aid or maim you. The passageway beyond the miniature islands of the river can be easily missed, but opens the entire east half of the canyon. Standing in a single place only works once; after that, you're Weed-n-Feed for next year's sand crop. The bandits harbored inside the caves aren't picking teams for inter-posse dodge ball. They want your chaps, and your corpse in 'em. Use the rock formations to your advantage. Against "Rattlesnake" Dick, use the Henry rifle, double back, and fire from a different side. Riddle his rattle enough, and you'll silence him.

Mission Five: Sawmill

Steel Key: Near the dining hall south of the mill

Iron Key: Northernmost control room

Brass Key: In the outer guard house

Secret Areas: Check the southeast corner around the central reservoir. You should look high and low, with a push and heave-ho. Can't see it? That's why it's a *secret* area, silly.

The second secret area is rather easy to find, if you *key* into it right away.

Louis Lamour laments: The mission really comprises four separate level areas. Take care of business in the reservoir first. On this level, "Sit and Spin" means more than just a slang term for… well, never mind. Plan on spending much of the time cycling through the gates of the sluice, shooting switches down the watery canals to re-route the rapids and find the different gears. The automap only tells half the story; the rest is all memorization and deduction. The familiar becomes the unfamiliar if the level's toys (buttons, switches, plastic dinnerware) are tinkered with. "Henry" Bowers packs a mean range, but the scope on your manly gun and some healthy distance will have his "Henry" hobbling in no time.

Mission Six: Simm's Fort

Steel Key: North of the entrance. Some good sniper work makes retrieval much easier.

Iron Key: Northwest corner of the fort. Some disassembly required

Brass Key: Eight ball. Corner pocket.

Secret Areas: None.

Trigger's tales: Missions don't get much more straightforward. Eradicate every breathing lung from outside the fort walls, then go in and sweep section by section. Snipers abound, so watch the heavens for metal manna from the towers. Keep your back against a wall at all times. The fort invites crossfire and ambush. The underground caverns require an "invitation." Dynamite will do nicely, and you won't even have to R.S.V.P the deceased. Chubby Russell can't kill what he can't shoot, a sure hint to take cover behind any supplies sprawling about the caves.

Mission Seven: The Mine

Steel Key: Northwest of the starting point. Larry, Moe, and Curly stand guard.

Iron Key: In a room with three floors. You'll have to purse snatch a bit to get it

Secret Areas: None.

Gary Cooper ponders: If you've barely managed to weed your way through levels this far, relax: This one will send you into the blissful arms of ipecac insanity. Miles of mining tracks rise through the canyon walls. Always aim up, looking for ways to get a higher foothold. Most of the crucial passageways force perpendicular leaps from track to track. Stuck? Confucius say: "Where the journey begins, it ends. {loud belch removed from ancient transcripts}." The rock crusher looks gargantuan, yet presents a pitiful challenge if timed correctly. Getting picked off by outlaws underneath you presents a problem if you've failed to clear the lower levels before jumping up to an elevated track. Against Dr. Death, almost any weapon will do the trick. His boots are nailed to the floor, so just aim, fire, and watch the flickering embers of his puny little existence wither away against the might of your arm of justice.

Mission Eight: Cliff dwellings

Stone Keys: Finding many of these keys can really be *the pits*. The other requires a little cabin fever.

Secret Areas: Any farmer worth his weight in tobacco stains should be able to figure out the chronological stone puzzle that opens up the first secret area. Don't let the inner secret area slip through the cracks. Getting to its goodies is a real blast.

Further along, an underwater passage will be revealed (assuming you've learned to look for cracks in the rock by now). All you need to solve the lever puzzle lies in Davy Jone's locker.

Excerpts from Tonto's diary: Brains outweigh bullets in this scenario. Much of the anguish from this level will be in searching out the right stone keys, and setting levers and switches in just the right order. The water cavern needs more than just a nearby switcheroo to be of any use. The word "Kivas" translated into Plebeian pigspeak means, "Kiva say: Throw many boom stick to clear my bowels of excess humanity."

In as eloquent of terminology as possible, the Cliff Dwellings just plain suck. Expect dark, dank rooms teeming with outlaws (What are they all doing in there? Hey, they don't call them "cowpokes" for nothing). When Chief Two Feathers arrives, he'll be amply equipped for close-in fighting. A war of attrition may be the only path to survival, short of tremendous dodging and crack shooting.

This seemingly safe vantage suffers from the Cher complex: Too much exposure in the flank

Seems perfect, doesn't it? Wrong. Trees look transparent, but you can't shoot through them. Empty your weapon here, and you'll have two very live, line-dancing bandits and a pissed-off maple tree

Mission Nine: The Ranch

Steel Key: The Ranch house north of the stables has done swallowed the key

Iron Key: Aspiring for lofty heights will keep your gun-totin' life fairly *stable*

Brass Key: Bob's little western palace holds the brass key, though nabbing it involves a trial by fire.

Secret Areas: Aunt's Mabel's award winning 'Pickled Pig Pancreas Pie' ain't the only thing in the cellar. Poke around to find entrance into the impenetrable barn.

Barnyard antics should involve taking a shot or two at the hay bale suspended by the rope (think of it as a unidirectional bungie cord). Follow the passage, and the ranch house hands should welcome you with open arms.... firearms, that is.

Billy the Kid writes: So you're stuck in the shed with no weapons and a bad case of the munchies? Hey, it could be worse; you could be in a Budget Inn hotel room underneath the ever-present "domestic dispute couple." If you've relied on heavy weapons up to this point, it may take a few practice swings to go the distance with the nearby captor. Consume ammo sparingly until you've repossessed all your old weapons.

Taunting you like a high school bully, Bob's ranch up on the hillside holds a few choice secrets of its own. Bob's a studious man, and his library collection holds literary treasures despite the shaky flooring. The books below react to your movements above. Inside the secret area, feel around for a little better grasp of the situation. "Fire to Fire, dust to dust, stone above stone, feel the Gatling Gun's thrust."

What about Bob? Well, Bob's a pretty true shot, and the Gatling Gun can keep him off his shot indefinitely. Almost any weapon can deliver the lethal blow, however. Skimmer back and forth across the door jam, firing quickly then recoiling into the shadows. There's no danger to your daughter here, as she's under the table wondering if boarding school was really so bad after all.

Done? Bob fall down, went boom?

Congratulations. It was a long arduous journey, but revenge tasted sweet, didn't it?

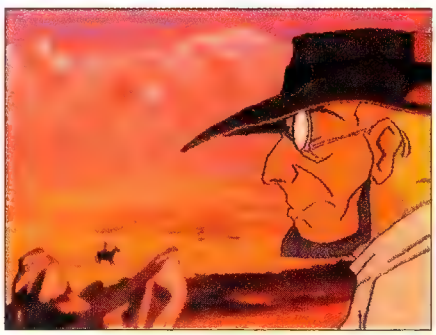
Historical missions

Fortunately for gamers, these missions are more than just single missions thrown in to raise the level count of the game. From your jailhouse, you can take on any of these ruthless bandits in any order. Generally speaking, even when you've completed the mission objectives, search every nook and cranny. Prestige counts for a lot here, and with promotions come special... er, amenities from the other buildings labeled "Deputy," "Sheriff," and "Marshall." Just as an example, prepare to face the most ruthless synthetic bunny this side of the corner adult novelty shop. He's mean, He's *max*ed, and he's got a killer eye for good poetry.

Blood Eye Tim

Anyone named Tim just begs to be shot. Don't let the civilized world down. Run and gun tactics are your friend here, as you'll face long twisty outside passageways. Use the side of canyons to ease around corners, usually in time to pick off the stragglers doing exactly the same thing. Methodically sniper all the towers around the two forts before entering. Slow is better here, considering that most of the other missions don't have nearly the populous of baddies as this mission.

For all he promises to be, Tim really doesn't present any more of a challenge than the other numerous bad guys. His only advantage lies in his higher vantage point. The safest position can be found directly under him, where his limited line of sight keeps him at bay. Jump out, fire, jump back into the safety of the hidden spot beneath him. A few shots, and he'll be sporting a bitter beer face in his wood coffin.



Like any good spaghetti western, this meatball lies in wait to ambush the Marshall's family

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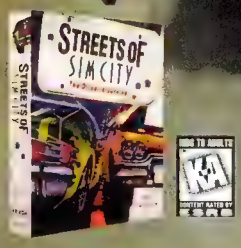

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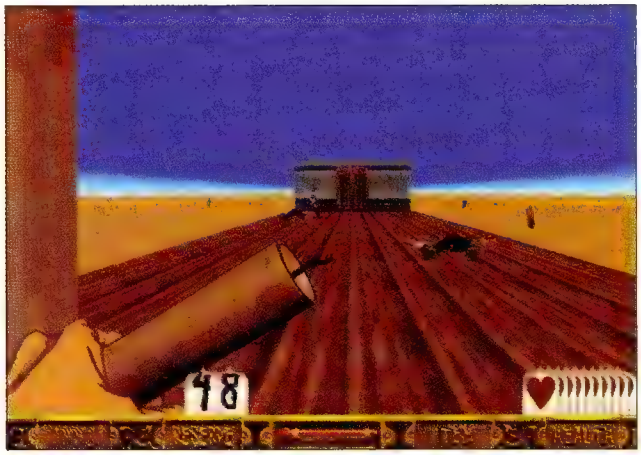


Dyn-O-Mite!!!!!!!

Dynamite Dick

Ever had one of those eerie feelings that you're being watched? It's back, and this time it's not alone. The town offers virtually no protection. Buildings face each other, the windows facing the streets glisten from the muzzle end of protruding rifles, and only the edges of the outlying cliffs offer a safe place to park the backside. Dash into buildings, duck under cover, scan carefully not only inside the building but through the windows towards others. In this mission, switching quickly between shotgun and rifle makes all the difference.

That saying? The one about "if brains were dynamite?" Well, Dick's brain power is far from explosive, but his dynamite lobbing technique is. Choices abound in this duel; you can dash under the plank beneath him, and blitz out to riddle him with the double-barreled shotgun. OR, you can stand just inside the entrance, and sneak around to snipe at him while dodging back to the safety of the entrance. In any case, he can't run, and he can't hide. In due time, poor Dick will droop, and eventually fall off... the ledge.

Bloody Mary Nash

By now, the practice of sniping the outer perimeter of buildings should be second nature. Inside the big towering structure, however, you'll contend with two auditorium-sized rooms with three layers of catwalks. Luckily, plenty of cover in the form of boxes and posts lie around the levels. The gatling gun may be enticing in these rooms, but leaves you dangerously exposed in a fixed position. On the outside, taking the "lover's leap" far behind the mill house will divorce your body from its soul. Do so only if you're a lemming.

Mary may be quite contrary, but her garden's about to be roto-tilled. The standard rifle shots, dodging back and forth from cover, work well. If trying for the capture via knife, remember that she's heavily padded in the bosoms, so a side or rear penetration (blech) is required.

Buckshot Bill Morgan

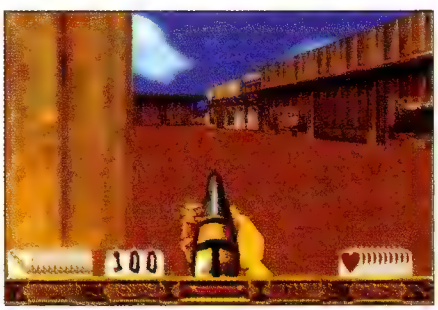
So Bill lives in a fort the size of a gas station restroom? Don't get lulled into security. This small level, shrouded in the darkness of night, offers ferocious resistance. Lamp oil lies strewn across many locations in the fort. Ignore them unless you want your tomb stone to read, "Marshall 'illin. He's dead, but he shore looked perty in the moonlight." A few catwalks above need clearing out, and by dashing into the middle building without dying, you'll get a true vantage to snipe at almost anything in the compound. Make the darkness *your* friend, not the enemy's.

When the confrontation with Buckshot Bill transpires, it'll be in close quarters with almost no protection. Sidle up close until you're right on the other side of the scattered boxes to Bill. "Meester" double-barreled shotgun will shed pounds off his ugly visage. He'll be respiratorily challenged in short order.

Spittin' Jack Sanchez

If the Buckshot Bill mission was Frontierland, this mission equates to Epcot Center. The massive fortress overflows with bandits in every courtyard, corridor, and tunnel. If you're comfortable enough with your sniping, dispense as many of the outlaws on the upper ramparts as possible. None of the three entrances offer much safety. Dynamite clears out most of the courtyard cronies, but take refuge in any rooms you can find. The enemies move around through the maze-like corridors, so be on guard even in areas previously cleared. Getting to Sanchez requires a hop, skip, and a jump; door to door marksmanship won't come in handy here.

To take out Jack in his Box, follow the normal technique of holing up behind boxes in his vicinity. Oddly, the knife can be a great weapon (and nets more points than a kill). It's trajectory allows you to attack without exposing yourself. Otherwise, the shotgun works nicely, popping in and out of his line of fire. When Jack ain't nimble no more, you've completed the historical missions. Now what excuse are you gonna have for not mowing the lawn? *–Tim Royal*



City streets just aren't safe anymore. Every building faces the others, creating a deadly crossfire

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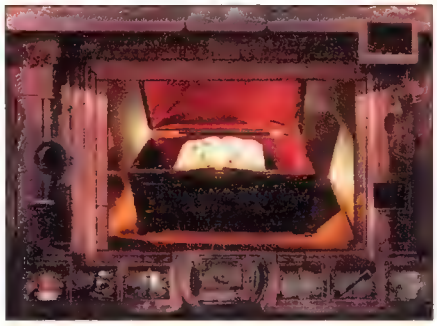

Temüjin's dueling scorpions

Temüjin's treasures of Ghengis Khan

At most trade shows, especially the annual E3 extravaganza, the "cultural" environment is as interesting, if not more so, than the products. Products pale one another and impressions intermesh as their proud constituents tout every precious feature. In the Adventure realm, we saw fewer *Myst* clones this year (exception *Riven*). Many are moving away from the traditional point-and-click and adding 3D fighting action, most notably Sierra's departure from Disney World in *King's Quest: Mask of Eternity*; and there are many things suspiciously resembling *Diablo*. Everybody who *is* anybody seems to be operating on a sure-fire licensed property or sequel. The unique no-hot-license-no-sequel product that was the most pleasant surprise I saw (many were pleasant, but not surprisingly so), was South Peak Interactive's *Temüjin*. Generally no fan of live action video in gaming, I was *blown away* by the Video Reality technology. Seamless navigation in an absolutely gorgeous 360-degree world. Even the puzzles looked interesting. Look for more on this in an upcoming issue.

Scuba Gear Barbie, accessories sold separately

As usual in this exercise in one-upmanship, costumes abounded. Many sales and marketing folks wore the paisley-piece-of-cloth-around-the-neck variety, and there were lots of short people with big animal heads. I have always vowed never to take a job where I had to wear a silly hat, *especially* not a full animal head. So far I've lucked out. The Lara Croft model looked great, though, but she wouldn't do interviews. Photos yes, interviews no. Perhaps what was upstairs was a bit less palatable than what was *downstairs*.

By the second set of escalators descending into the pit of the Georgia World Congress Center was the microphoned Intel barker, who it seemed *absolutely never* stopped talking as she cajoled passers-by to visit the Intel display. On a soapbox nearby were two mime-creatures in space helmets performing new-wavy-slo-mo-modern-dance kind of moves – for three days straight. Either a) there was more than one pair of them taking turns, b) They were just off break every single time I passed by or c) their suits contained nutrient sacs and waste disposal units. I heard much speculation about this from my colleagues on each sardine-packed escalator sojourn. "Are those the *same* two?" they whispered.

Two sets of costumed ladies couldn't hide. One was a team of six bare-midriffed *Sailor Moon* (from the Japanese-anime-style cartoon) lovlies kicking their way through several dance sets per day on a portable basketball court. In brightly colored short skirts. In high heels. Ouch. I saw them sitting pretty-maids-all-in-a-row fashion in an upstairs hallway one afternoon, their shoes beside them, legs outstretched, wriggling their poor, tired L'eggs-covered toes and inhaling chili dogs and Cokes in an effort to regain stamina.

The others were the Barbies. Mattel had found a handful of Barbie look-alikes to be spokesmodels for their 1997-98 lineup. (Hey, why fight the sales figures they had for *Barbie Fashion Designer*?) The morning of the first day, when the carpet was still being nailed down, the Barbies all practiced their routines. Walk, talk, gesture, *smile*! Walk, talk, gesture, *smile*! And to be fair (I did sit through one presentation), they did a great job of being Barbie-esque.

After listening to the one adventure game presentation (the terrifying *Adventures With Barbie Ocean Discovery*) by one of the lovely models, the following frightening conversation ensued:

"So what is this running on?"

"Uhhhhhh… <pause> Windows?"

"I mean the hardware."

"Windows 95?"

"The hardware. The machine itself."

<Light bulb!> "Uhhhhh… I think it's a Pinnium?"

<to myself> "Ah yes! A Pentium!" <resuming the torture> "What speed?"

Fear of The Wrong Answer flickered in her eyes. Then another light bulb appeared. Someone somewhere had mentioned processor speed to this person. Deep inside, I knew it.

<proudly> "Well it's running on a Pinnium, but it *will* run on a 286."

It was perhaps the look of shock on my face as I stared at the fluid graphics that sent the PR rep scurrying and mumbling, "I'd better go check," although I protested that it really wasn't that important. (Had no one asked them this question for three days?) I asked less taxing questions during the waiting period like, "Are there multiple difficulty levels?" "Oh yes, it gets harder each level." Then the PR rep triumphantly returned. "OK. Here's the story. It's running on a 200MHz MMX Pentium, but it will run on a *486*," she explained (with a look that clearly read, "286… 486… what the heck's the difference?). I thanked them and eased away. 286… 486… Barbie herself wouldn't care. Much. –*Cindy Yans*

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Versailles 1685

An educational day in the King's Court

It took a while, but someone has managed to break the cookie-cutter mold of *Myst* clones and FMV gore fests that most adventure games seem to follow now. Cyro Interactive's *Versailles 1685* places the player in the middle of a tangled web of court intrigue within one of the most beautiful structures of all time. The game is a delight and adventure fans looking for something different should take notice of this refreshing departure from conformity.

The game is set in the late Seventeenth Century with French nobility at its zenith in power and prestige. The player assumes the role of Lalande, a valet of the King's inner chambers. Monsieur Bontemps, sort of a chief-of-staff has discovered a plot to destroy Versailles. Limited by his high visibility, Bontemps entrusts Lalande with gathering information to foil the coup. In his position as valet, Lalande is able to discreetly access the most private areas of the grand palace. Lalande has exactly one day to complete his task.

Versailles is a learning opportunity as much as an entertainment product. Beatrix Saule, Chief Curator of Versailles for over twenty years had strong input into accurately translating the Palace to the computer screen. The Chateau has been reconstructed as it was in 1685, down to the very paintings and wall hangings present at the time. Not only will the player be able to access rooms of the Palace which have been closed to the public for decades, but even areas that no longer exist such as the Ambassadors' Staircase are brought back to life.

Also faithfully recreated is a day in the life of the King. Almost every moment of the King's day was ritualized into a ceremony that the player will experience as his valet. These are cleverly divided into the game as "Acts." Here player will have a multitude of tasks to accomplish and leads to explore. When these tasks are completed, or the player believes they are completed, he may move on to the next portion of the King's day.

The player will learn of court intrigue as he encounters the ladies, nobles and artists of the court. A large number of historical figures of the court are represented in detail. The player can easily access their biography within the game to gain clues of their possible allegiances. A knowledge of court life and morals will be gained. It's a bit of a confrontation with the past to read of a Lady as the "legitimate mistress" of King Louis.

The visual presentation of the Palace is unique. From a static first-person viewpoint, the player can rotate in 360 degrees in all planes. This motion is very fluid and accomplished with the mouse. Slight movements of the mouse do an eerily good job of simulating a casual turn of the head within a room. Though smaller rooms have a single viewpoint, larger areas will have multiple viewpoints from which the player can move between. There are options to access a map and history of the player's current location. Period accurate and pleasing music accompanies the excellent graphics.

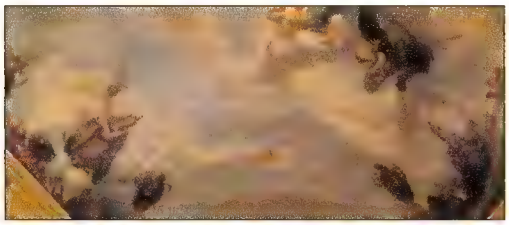
The player will seldom have access to the entire Chateau within a specific act, but there is a feature to explore the whole structure independently of the game. There are enough lush paintings and fixtures to examine that hours could be spent on such a virtual tour!

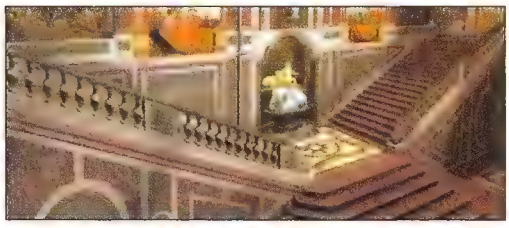
The participants of the court are presented as polygon puppets. Most conversations take place with a moving head on a fixed body which is underwhelming. There are occasional conversations with the speaker's entire body in motion that are extremely well done. The facial features of the puppets matches very closely with the historical paintings of the person represented.

Puzzles are easy to moderate in difficulty. Many involve the correct use of objects on stubborn doors and chests. Although, selective conversation with the properly aligned court members also plays a part in the game. Experienced adventure fans should not have difficulty with the game.

Versailles has the potential to be the first in an excellent series of informative adventures set in famous structures. If there are to be additional titles, I want to place my vote for the location of the sequel. The Vatican!

–Chuck Klimushyn





[clockwise from top]
Make sure to glance up at beautifully recreated ceilings

There are literally hundreds of historical paintings to view

The palace wings, viewed from the courtyard

Many areas that are rendered no longer exist

The famous Hall of Mirrors

360 degree viewing is available in all planes

Your boss, Monsieur Bontemps

★★★★☆

Versailles 1685: Intrigue at the Court of Louis XIV

Interplay • www.interplay.com • Requirements: Windows 95, 90MHz Pentium or higher, 16MB RAM, 4X CD-ROM; DOS: 486DX2-66 or higher, 8MB RAM, 2X CD-ROM; Macintosh: 68030 or higher, 8MB RAM, 2X CD-ROM • Multiplayer: None

These are definitely not the usual suspects.

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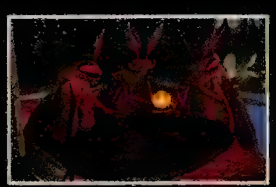
A "*what*-done-it" mystery adventure CD-ROM by Steve Meretzky.



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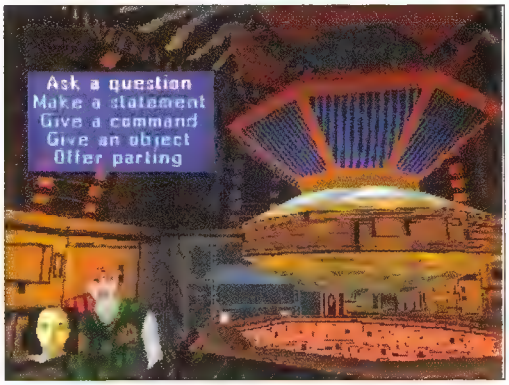
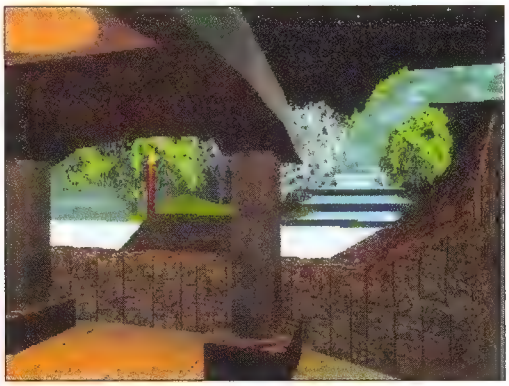
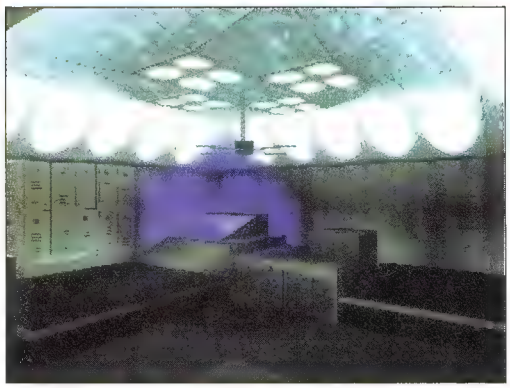
Sentient

Why skin cancer is bad for the sun

There are three possible reasons to play *Sentient*, the new space opera adventure from Psygnosis. You're stuck in a vat of steaming salsa, and finishing the game is the only way your captives will drop down the bag of chips. You lost a bet, and lost the double and triple dares just as badly. Or, worst of all, the desperate lure of an adventure game, *any* adventure game, took its toll and you broke down and gave the game a shot.





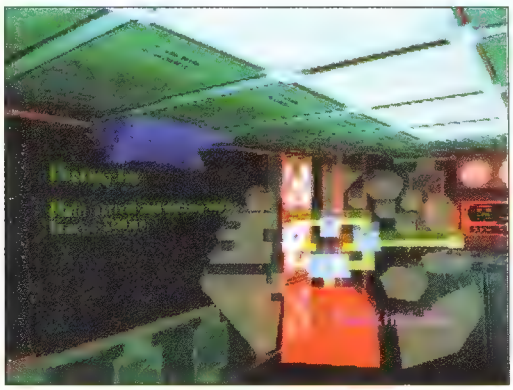


[clockwise from top]
If only the 'Offer Parting' select took you back out to the desktop

One nice feature is the freedom of movement throughout the station

Tucked away in a corner of the station lies the game's only fan

Docking bay, but no teleporters? Guess it's the back seat of the shuttle again



Occasionally, proud beginnings beget humble destinations, and *Sentient* definitely maintains some proud beginnings. Intrigue and mystery surround gamers as they're introduced to the story by means of the lengthy introduction. Those same endearing qualities quickly diminish at the feet of boredom and a longing for something more amusing (like testing the effects of flatulence on the common house cat).

The mission? Play detective on the mighty Icarus Space Station, discovering the many mysteries and internal conflicts between members of the crew. The *real* mission? Keep your receipt.

In the same vein as *Realms of the Haunting* and the Tex Murphy series, travel throughout the playing world offers complete freedom of movement among the many different locations. At certain points during the course of the game, interjections in the form of dialogue, make-shift cut scenes, or forced puzzles occur. Officially, these serve to further the story. Unofficially, they exist to distract the player with useless activities in hopes that the dreary blandness of every aspect of *Sentient* will be momentarily forgotten. Think of it as hitting one's self in the abdomen to make the splitting headache endured all afternoon feel less painful by comparison.

Without a clear cut "follow the yellow brick road" path in order to finish the game, players have a freedom of actions and choices that other adventure games don't offer. Sifting through the proverbial rubble, blind optimists can take heart in the game's ability to limit dead-ends and backtracking to an absolute minimum. In a momentary sweep of realism, certain events and activities are only available for a certain window of time, after which they disappear forever. It's this feature that brings to light the game's immense replayability. Endings for *Sentient* are varied and many, allowing several trips through the buffet before tasting all the entrees offered.

So much potential, so little kinetic pleasure. Sure, there are plenty of entrees to devour. That is, if you can get past the tossed green salad being heaved brown mush, the roast beef sliced thinner than your napkin (and more suited for the latter's purpose), and measly brussel sprouts at the dessert island.

The salad? Dated graphics that require the optical fortitude of a Cyclops to see grainy details pertinent to the journey. All other quibbles aside, the graphics could be excused but for their painful sluggishness. Choppy movement, lagging mouse reaction, and a tainted batch of bland Dutch Boy pixel paints smear away any enjoyment in this aspect of gameplay.

The beef? Plot development couldn't be more flimsy, compromised for the sake of the random endings. At various points, characters aboard the space station will jiggle and bobble before you in an attempt to create the impression they're conversing. Packed lamely into several parts of the different story segments are mundane, useless challenges. Off the bat, players are shuttled through a "dream world" of hedges and flowery arches, all alike. In another, a cyber-highway of geometric wire-frame tunnels must be navigated. Why? Who knows? To quote the immortal Perry Mason, "Your honor, I object on the grounds that these puzzles are irrelevant, incompetent, and immaterial."

How's the dessert, you ask? Well, the many endings are misplaced, homeless conclusions to a story that never developed in the first place. The activities that lead to many of the endings are bewildering, illogical, even bizarre.

There isn't too awfully much required to transform *Sentient* from famine to feast. Simply replace the CD-ROM inside its jewel case with a more exciting title (I recommend the *Interactive Merle Haggard CD Experience*), and expect to see a marked improvement in interest within days. Of any game this year, *Sentient* most deserves an "I Brake for Garage Sales" bumper sticker slapped to its box cover. Most assuredly, that's where you'll see it next. –*Tim Royal*

★½☆☆☆

Sentient

Psygnosis • www.psygnosis.com • Requirements: Windows 95, 90MHz Pentium or higher, 16MB of RAM, 4X CD-ROM • Multiplayer: none

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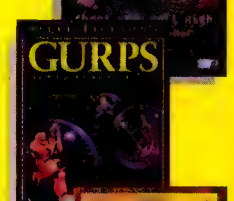

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Shadows over Riva

Thumbing through the book of shadows

The Priestess at the Temple of Firun wants to chat

Go shopping for armor at Market Hall

Check out the Sewers

The Sewers close up and personal

Shadows Over Riva is the third installment in the *Realm of Arkania* series. It is a solid, if not state-of-the-art fantasy role-playing adventure. This is a partial walkthrough of the first half of the game, and does not include every puzzle solution. It does include most of them, however.

First steps

Chat with the priestess at the Temple of Travia about Riva and she'll mention the Temple of Firun. Go there. Turn right, go down the street and turn left at the house with the red light. Continue past the cemetary and the bridge. Firun is on your right. Chat, exit and cross over the bridge to be taken to market square. Visit market and have your thief pick a few pockets for enough cash to buy some more armor. Thorgrim's house is in the southwest corner. Pick him up and go to the northeast corner and follow the ramp down. The mapmaker lives south of market square. Buy a map and go to the cemetery. Distribute some of Thorgrim's armor to your best fighters.

Boron's field

Go through the double doors and examine the middle grave directly ahead. Enter the vaults. Cast Fiat Lux to see until you've had a chance to complete the Wand Ritual. Explore the first couple of rooms and sell your loot at Market Hall. Sleep in an Inn so Iris can learn the three remaining parts of the Wand Ritual. Visit the gravedigger's hut and then completely explore the vaults, examining the corpses to discover that the gravedigger is an imposter. Pliers will remove the gold amulet from the wall and reveal a keyhole for the Black Key. Go through the illusionary wall to find more amulets. Extinguish the candles in the pentagram. Kill the imposter and return to the Temple of Firun for a chat.

Magic college

Exit the city through the east gate (you'll lose Thorgrim) and follow the road east to the Magic College to pick up a student with a riddle problem. Blow the horn in the following places. Southwest, between the two willow trees near the city wall. North, at the city gate while looking at the dragon painted on the wall. East, at the mountain wall where your dwarf wins the battle for a pair of speed boots. And finally, at the broken down dock in the south. Now, return to the college and examine the logs at the hut. Stiphen will grab the ring but give you everything else he promised.

The sewers

Go the Harbour Maid tavern and talk to Tarik. Talk to him some more at his house next to the tavern. Once he's mentioned sewers, all the gratings in the city will open for you. Start with the one in market square. Explore the left side of the sewer to see the rat-catcher and a monster.

Climb back to the surface and be taken to Ariana's murder scene. Mark the location of the house. Take the strange device you find in the rat-catcher's shack north of the bridge and talk to him afterwards. Break into Ariana's house and explore the sewer below until someone suggests that you go back to where you first saw the monster. Return to the market square entrance and explore the sewer again. Eventually, Mandara will join you and activate a wall opening. After guild members capture your party, Mandara will help you escape.

Chat with priests and priestesses until you are contacted by Lea, probably in Market Square. The Guild asks you to enter the warehouse across from the Temple at midnight. They want a list of Adran Seahoff's contacts. Wear the guild armbands they give you. Go south across the bridge, and visit Adran at the last house all the way west then north. Wait until he leaves (it'll be hours) and follow him. Break into the house he enters and find the list of names the Guild wants. Give it to Tarik.

Talk to a temple priest or priestess to enter the old sewers (there is an entrance in the rat-catcher's house, also). Put the rat-catcher's device in the three holes you find. That will open up more tunnels in the old sewer. Mark your discoveries on the map.

The sorcerer's tower

Have Thorgrim join your party again and go to Market Square. An angry mob attacks a Holberkian. Disperse them and be taken to Ordo's home. Go to the public baths to get all your water bags filled. You may want to buy some extras. Return to Ordo's house the next day and Haffel ferries you to an island. Avoid the swamp as you cross the island by going north, west then south. Open the door on the south wall of the tower. Reopen the door to let out the dogs. Kill the few mad ones that remain. Open the door and kill the steward to enter the garden. If the battles are too tough for your party in the Tower, go to the Dwarven Mines, instead (you'll lose Thorgrim).

Ignore the door to the tower in the garden. No option opens it. Walk through the illusionary hedge to another part of the garden where there is a locked tower door. Use a Foramen spell on one lock and pick the other. You can kill the magician, but need not. Leave excess inventory on the shelves and go through the door.

There's a dog figurine and a key in a chest. The figurine opens the ornate lock. Split your party, leaving the weakest member at the winch and go up a level. Kill the undead for diamonds. Open the first door with a red then yellow diamond. Open the

The rat-catcher at home

This passageway leads to the Mine

The mine entrance

The Demon is having a bad hair day

The Demon can't leave the pentagram but no one can enter it either

This party is really dead on its feet—in fact, they are all really dead

next door with a green then blue diamond. The third door needs a red then blue diamond. Each of four statues speak one of the words, "blood, washes, fire or cleans." Use the phrase, "blood washes fire cleans," with the statue that asks for the truth.

On level three, stop when you feel a breeze or drop through an illusionary floor. Mark the breezes on the map. A chest of drawers in the bedroom has two letters to read. Answer "Borbarad," when asked, "Who am I?" Destroy the statue of the wizard and open the chest with a key. Do *not* use magic in the library (you'll never leave). Kill the magician, and use the Motoricus spell to take a vial from his pocket.

Go up the steps and through the door to level four and kill the magician again. Climb steps to different doors and answer "flame," to all riddles. Use the green teleports to return to the main room and then to an area where you will fight a shapechanger and rearrange a picture. Defeat the shapechanger by properly completing the picture. Enter the bedroom and take the teleport to another part of the garden. Go through the door and return to the winch via the shack, illusionary wall and back door to merge your party. Collect any inventory items left on the shelf and return to the dock (redistribute items if your party falls into the swamp).

The dwarven mine

Take the north gate and go east to the mountain. Go through the opening in the wall and examine the walls in the valley. One of them conceals a path to the mine entrance. There's a barrel with a dwarf's feet sticking out of it in the southeast. The dwarf has a key to the chest in the room further east. The chest contains a cross spanner that will open the west bookcase door.

Follow the right wall after entering the mine to find the stairs down to the second level. Follow the orcs down the slope, if you have a grappling hook and a rope to get back up. A battle with the skeleton warrior can leave some of your troops disease wracked. Split your party and battle it only with your she-warrior. Do not enter the water. You can kill the seven dwarfs. Approach the pillars to answer the questions, No, No, Yes, Yes and No.

On the third level go through the trapped tunnels (examining the writings on the walls) to the face on the door. Answer "remission" to its query. Don't waste much time on the other two doors. They're red herrings. Reenter the trapped tunnel and examine the green lichen on the wall and activate the door. Enter the secret room and kill the demon. After that, kill Manresh the orc and use a destructo spell to destroy the book. The demon can more easily be killed if you arm your non-magic users with long bows and a heavy crossbow. Magic users should cast 12th level Ignifaxus and Fulminictus spells. If the demon is too strong for your party, go to the Sorcerer's Tower and come back later.

Congratulations, you've come a long way, but still have much left to do. *–Andy Backer*

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The Hangar

3D rules the roost

If this year's E3 is any indication, the coming six to twelve months should be a very good time for sim fans. A quick scan of the list of games we saw at the show revealed something surprising: there are going to be more real-world sim games released than sports games, despite the fact that sports games are much more popular with the general public. And this doesn't include the "sci-fi" sims like *MechWarrior 3*. Not only are sims going strong, but the variety of them is impressive as well; air combat from all eras, ground-based sims, even a sub sim or two.

Zombie's Spearhead

Eidos' Flying Nightmares 2

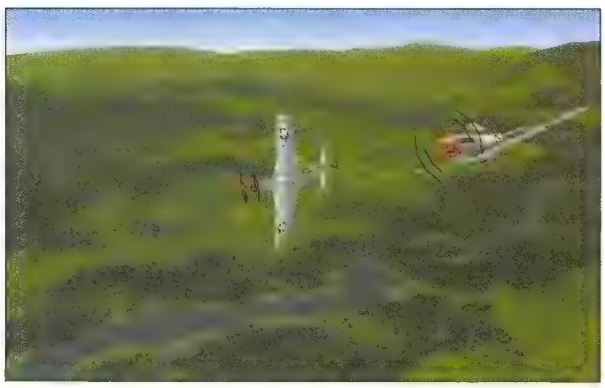
If there's one theme, though, that ties the games at the show together it would have to be 3D acceleration support. Sure, most of the games with 3D support will work without it, but they'll either be slower, not as good looking, or have weaker modeling (or combinations of all three). Sims, even more than action games, can use the relief that a 3D accelerator can provide; off-load the graphics work and you have more processor time for complex physical models of the vehicles and weapons systems themselves or of background modeling of the environment the game is set in.

Taking wing

Flight sims, always the core of the simulation genre, almost look like they're facing a renaissance of sorts. Usually we get sims in waves – waves of F-16 games, waves of WW I or WW II games, whatever – with little else for fans of other sub-genres. Over the coming year, however, we'll see releases covering the gamut, with every major conflict in which airpower has played a part represented.

World War I fans will get an upgrade to Empire's *Flying Corps* and see the release of the much-awaited (and long-delayed) *Red Baron II*. For World War II virtual pilots, there's going to be MicroProse's *European Air War*, Psygnosis' *Wings of Destiny*, Activision's *Fighter Squadron*, Phillips' *Fighter Duel 2.0*, and even a specialty sim from Playmates called *Flying Tigers*, focusing on the exploits of that most famous of aerial combat groups (don't expect it until Summer of '98). Not one but at least two Korea-era games (*Sabre Ace* by Virgin and *MiG Alley* by Rowan/Empire) are under development, and Vietnam will get at least one in the form of *Phantom Ace* (again from Virgin).

All this isn't to say that modern sims are being ignored. *Falcon 4.0* is looking good, Jane's is revisiting the venerable *F-15*, I-Magic's *iF-16* should finally ship, Eidos is working on *Flying Nightmares 2* (Harrier and Cobra helicopter) and *Joint Strike Fighter*, and the "favorite son" of current flight sims, the F-22, should see at least three games in the next six to eight months. Even planes typically regarded as targets will get sims; SSI was showing video of *Su-27 2.0*, and rumors persist regarding a MiG-29 sim from Microsoft (they're staying mum). Fans of rotary-wing air combat haven't been forgotten either: the EA booth was showing a very impressive looking *Longbow 2*, and Eidos (in addition to the Cobra component of *FN2*) had *Team Apache*. GT Interactive is working on *AHX-1*, and Empire (buried deep inside their digital press kit) announced *Apache ~ Havoc*.



MicroProse's European Air War

There was also plenty shown for fans of civilian flight. Microsoft had *Flight Simulator 98*, which improves the looks and features of the granddaddy of the field. Not to be outdone, Looking Glass was showing *Flight Unlimited II*, and Sierra had *Sierra Pro Pilot* – both look like strong competition for Microsoft.

Ground pounding

After a long dry spell in the land of ground combat sims, I-Magic broke open the clouds earlier this year with the release of *iM1 A2*. From them we can expect an update to that one (adds 3D accelerator support) and the only WW II tank sim, *iPanzer '44*. Others are focusing on modern combat: NovaLogic's *Armored Fist 2* should be the first one out, but will face stiff competition from MicroProse's *M1 Tank Platoon II*; further down the road is a tank game from DID (which will include more than just the Abrams), and Zombie's M1 game *Spearhead*.

Multiplayer

I don't think we saw a single game that didn't have some form of multiplayer (and, in most cases, Internet play). There were even several titles that were on-line only: I-Magic Online's *Warbirds 2.0*, Microsoft's *Fighter Ace* (which I got to try before the show, achieving my one kill by ramming my opponent), and S.E.A. Interactive's *@Range* (a sub game that's hard to classify – wargame or sim?).

As you can see, a very rich selection for sim fans; only naval gamers seem to be left out (Jane's *688(I)* is shipping as I write this), but E3 is large enough that I'm sure I may have missed something. And none of this discussion even touches on sim-related (or even sim-specific) hardware… but then, that's a whole 'nother column. – *Scott Udell*

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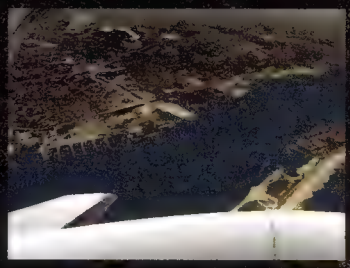

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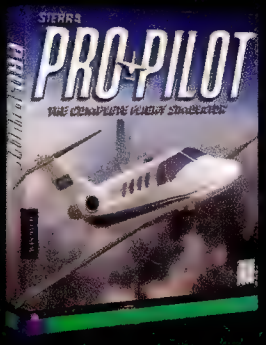

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F/A-18 Hornet 3.0

How to fly a Hornet in four easy steps

Chasing Sadam Hussien back across the oilfields of Kuwait into Iraq in your F/A-18 Hornet might seem like quite a daunting task after reading through the instruction manual. With multiple radars, autopilots, weapons and a whole screen full of controls and sensors this sim can take a good amount of time to learn. To start off, make sure to go through the entire flight-school, listening to every lesson and then trying the principles in the training missions. After that, check out some of these additional tips; hopefully they'll make flying the Hornet a much friendlier experience.

Take off!

Unfortunately, even in a high-tech plane like the Hornet, just moving out on the tarmac can be quite an ordeal. It is extremely easy to spool the engines too high and end up off the runway in the sand or, even worse, running into the backside of your wingman. Make sure to keep an eye on the speed (in knots) on the HUD and try to keep your taxiing speed down around 15 knots. Contact both Ground Control and the Control Tower to check for incoming aircraft and keep your eyes peeled for other craft landing and taking off in your vicinity.

Once you are in the air make sure to switch the afterburner off or else fuel consumption will be drastic and you will end up bingo before the mission is completed. There is no afterburner indicator on the HUD and it can become a hassle to continually have to look down at your cockpit. One easy way to check you afterburner status is to watch the Exhaust Nozzle Area (NOS POS) on the IFEI. 60% is full stage 6 afterburner while 0% means it is off.

One of the forgotten assets in sims are the autopilots and *Hornet*'s are very useful in the beginning of your mission. By switching to HSEL autopilot after taking off and achieving a reasonable altitude, you can gain valuable time to prepare for what is ahead. Make sure that the craft is relatively level when you activate the autopilot or it will just continue on with the same heading and turn to the next waypoint. While the computer is steering your craft you can switch to cockpit lookdown and easily monitor radar and aircraft controls. Set your radar to RWS or VS to search a much greater distance and area, especially if there are not any "expected" enemies in the area. If targets are sighted, change the radar to TWS mode; the radar will switch automatically to SST when you have chosen a target. Make sure to always query a target with IFF Interrogate or you may have to prepare for the consequences when you shoot down a civilian airliner.

MiGs 'R Us

When airborne targets have been identified it is time to leap into action. A nice feature of the HUD design is the duplication of the Radar Warning Receiver (RWR) targets on the HUD. With this feature there is no need to check the RWR on the lookdown menu. Airborne radar emitters will appear on the HUD with the letter "I" and a trailing line. The longer the line the farther the target. Obviously concentrate on the closer targets and select the appropriate missiles (AIM-120 AMRAAMs for targets farther away and AIM-9M Sidewinders when in close). To help facilitate more accuracy with missiles try to shoot when behind or at an angle with the intended target. Firing a missile at a target that is directly approaching you will usually lead to a miss and the wasting of a valuable weapon. Both types of missiles are radar tracked and by designating a target with the radar will generate a nice "SHOOT" indicator when proper ranges and angles have been met. Remember, however, that the Sidewinders are also heat-seakers and if you can get behind a target that is not being tracked you can align the seeker indicator on the engine and get off a quick missile shot without having to lock on with radar.

MiG's don't take kindly to being shot at and will usually respond in turn. When a missile has been launched make sure you get a visual on it as soon as possible. This can be difficult in daylight missions so try to

[top to bottom]

Watch the fuel consumption with afterburners on

The Fresnal Lens System on the carrier will help ease landing worries

Lining up a target with an AMRAAM

pick up the smoke trail. Night missions can actually be a little easier because enemy missiles are easier to pick up against the night sky. If launched from an extreme distance you may be able to use speed or terrain to escape a missile lock. If near the ground try ducking in behind hills to see if you can lose lock on your plane. When in close, you have to employ hard maneuvers and countermeasures. If possible wait until the missile closes to within a mile or two and then make a quick bank or turn across the path of the missile, releasing chaff and flares as you do. Another quick maneuver and release of countermeasures and you have an excellent chance of avoiding the missile. With a missile approaching head on it is usually best to steer directly at it and when in visual range pull up hard on the stick, releasing chaff and flares as you do. The missile should not be able to turn quick enough and you usually avoid it. Beware of using afterburners when attempting to avoid a heat-seeking missile as this will create a larger heat source and make it easier for a missile to retain lock.

Bombs away

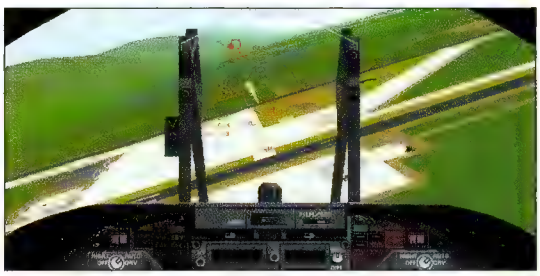
On attack missions against ground targets that are heavily defended there are two options to help in surviving the mission and achieving the objectives. If there is a dense defensive network in the area, approaching at an extremely high altitude (50,000 feet or so) can put you out of range of most air defenses like SAMs and AAA. Of course interceptors can still make a run at you and precision bombing can be more difficult. The other option is coming in extremely low, barely scraping the ground at an altitude under 100 feet. This is much more dangerous and requires continuous attention to the terrain, sometimes at the expense of monitoring other systems in the cockpit. The advantage, though, is the chance for a surprise attack and the avoidance of radar-guided SAMs (they'll be unable to lock radar on such a low-flying target). At such low altitudes, however, weapon delivery can be difficult. With such little room to maneuver you may only have seconds to a line up and lock on to the target with your selected bomb or missile.

With the vast array of "smart" weapons on the Hornet targets can be hit with deadly precision, but there is much detail work behind achieving this precision. When using most of the guided weapons like Mavericks or HARMs, a higher altitude can give a better success rate. If fired from a low altitude at a large distance the missile might not be able to correct its heading for the precision accuracy that is needed. When using the CCIP for the launching of iron, laser and nuclear bombs try using the AUTO mode if you have lined up the target and appear to have a straight path on in – this will automatically drop the bomb on the selected target. If under heavy fire it is sometimes easier to manually click the trigger when the calculated point appears on the HUD.

One of the more interesting weapons in this simulation is the tactical nuke (B57). Available in only one mission, you need to take a little care using it; dropped at too low an altitude and its explosion can cause massive system failures on your aircraft and very likely its loss.

Meatballs on deck

Surviving enemy MiG's and taking out well defended enemy targets can actually be quite easy compared to landing on the carrier in the middle of a choppy sea. One of the most important "helpers" in landing on the carrier is the Fresnal Lens System or "meatball." When lining up for approach using the ILS system, make sure to reduce the airspeed of your aircraft to around 150 knots. Line up the center of the plane on the center of the carrier deck and when you are under a mile away "call the ball." Watch the meatball on the left side of the deck and try to keep the red light centered in the middle. If ball moves up or down then you are above or below the recommended glideslope for landing and you must make adjustments. These adjustments will become trickier and must be made faster the closer you get to the deck. When the rear wheels impact on the deck slowly push the nose forward and hit the afterburners in case you miss the wire. Your mission is



[top to bottom]

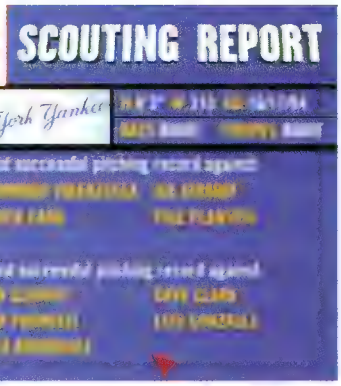
Radar emissions from enemy interceptors on the HUD

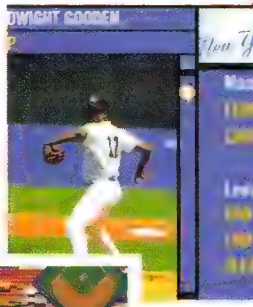
Low altitude raid on enemy airfield

Using Auto Release to drop bombs

Triple Play 98

Nearing the software Mendoza line





[clockwise from top]
Juan Gonzales gets ready to deliver a booming shot in the home-run derby

The new scouting report lets you know about important matchups, like the fact that Dwight Gooden has had great success against fellow pitcher Fernando Valenzuela

A 379 foot homer? Send that wimp down to the minors

The batter-pitcher interface

There's little question that EA Sports' games come under close scrutiny, which is perhaps unfair (the cynic says, "life is unfair"), but the reason is obvious – they make the best looking games on the market, and that invariably raises our expectations of the gameplay being their equal.

Triple Play 98, with its new 3D polygonal players, high-resolution graphics, and flashy camera angles, announces itself with all of the subtlety of Pamela Anderson at a nun's convention. Unfortunately, the gameplay has once again let us down, just as it did in *Triple Play 97*. If anything, this new version is even more disappointing, because it hasn't evolved beyond the limits of the original game. Most of the criticisms here were leveled at *Triple Play 97* as well.

On the plus side, the batter-pitcher confrontation is exceptionally entertaining in *Triple Play 98*, but once the ball's been put in play, everything goes to hell. Almost every aspect of the on-field action is flawed in some manner. The computer AI can't handle a pitching staff, allowing pitchers to give up double digits in runs and hits and mismanaging the bullpen. In the field, the computer will usually try to get lead runner, regardless of the situation (with runners on first and second with two outs, the second-baseman often tries to get the runner at third). The second baseman always holds a runner at second-base, whether there's a runner on third or not, leaving a hole on the right side of the infield.

A big problem is a carryover from *Triple Play 97* – it takes an act of God to get a double or triple. Once again, the outfielders get to the balls too quickly, and possess arms that would be the envy of a Jay Buhner. That same problem causes it to be too easy, on any skill level, to throw runners out at first from right field (occasionally from center as well).

While it is a welcome addition to have the pitchers throw over to first from time to time, was it really necessary to make them throw over five times in a row, or throw to first when there's a runner on second? The terrifying thing about pickoff attempts is that they often lead to player injuries, the most common being the nebulous "hand laceration" that can eliminate up to five players per game.

Some odd bugs appear in the field as well. If you choose a fixed view for the away team, the controls are inexplicably reversed (*i.e.*, you have to press left to throw right, etc.). One amusing bug occurs when you switch camera views from home to away and your catcher is suddenly facing the wrong direction (apparently he's chatting with the umpire about the previous call). However, you can still throw a pitch, which he apparently catches with his… ass an aside, the batters will also face the wrong direction from time-to-time when you substitute an opposite handed batter.

Some of the chrome – all of those little features of the game that are ultimately irrelevant to how a game plays, but often sway your overall opinion of the game – is either poorly implemented or nonexistent. We got national anthems in various regional dialects (a brilliant detail), but no *Take Me Out to the Ballgame* in the seventh. The play-by-play is beautifully done, but is usually wrong in its analysis.

The overall presentation of the game is top-notch, with beautifully rendered stadiums and polygonal figures that, after a period of time where you get used to their somewhat grotesque appearances, are incredibly well animated. The uniforms are well done, with full logos, different home and away colors, and player names mapped on the back of the jerseys. As usual, all of this 3D beauty requires a serious PC – don't even think of loading this baby up on anything less than a 133MHz Pentium, unless you want to play in a truly wretched 320x240 mode. There's also no support for 3D cards, which it could really use.

You can make a perfectly valid argument that many of these criticisms are irrelevant to an action game. All joystick jockeys care about is whether or not the game plays well, and in many respects *Triple Play 98* does play well. The batter-pitcher interface is brilliant, hitting is a job, the home-run derby is exciting (personal record – 589 feet with Junior Griffey), pitching is challenging (remember to mix up your pitches), and with auto-fielding enabled, it's simple to control your players on the field. But what about the things that make baseball baseball? Is it too much to ask for a computer that can substitute pitchers?

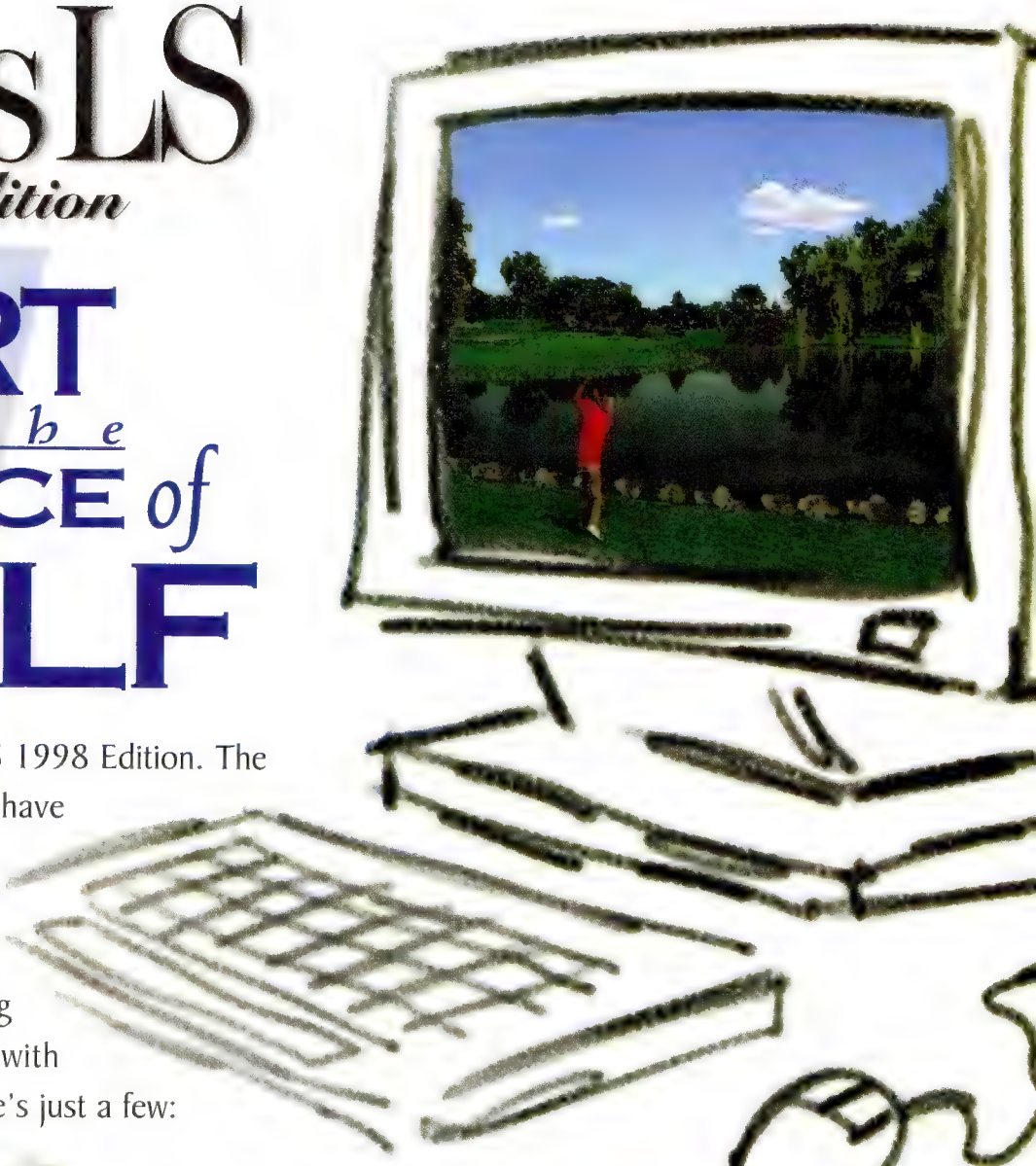
Triple Play 98 ultimately provides a decent simulation of a game not unlike baseball. This would be fine if they called it *Baseball Jam*, but when the box says "stunning realism," with an "improved baseball AI," it's hard not to expect a lot more than what EA Sports has delivered. While the game manages to get many graphic details right (which perhaps shows where the emphasis of the game's development lies), it has little to no interest in providing an experience that represents baseball. *–Steve Bauman*

★★½☆☆

Triple Play 98
EA Sports • www.easports.com • Requirements: Windows 95, 90MHz Pentium or higher, 16MB of RAM, 4X CD-ROM • Multiplayer: 2-4 players, IPX, modem, null-modem

Links LS
1998 Edition

THE ART *and the* SCIENCE *of* GOLF



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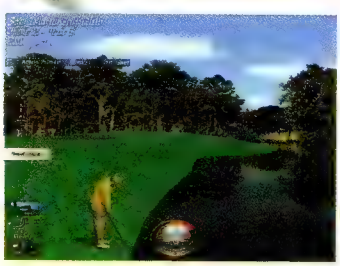

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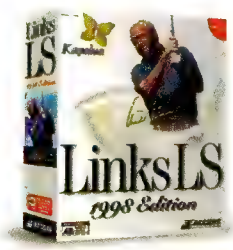


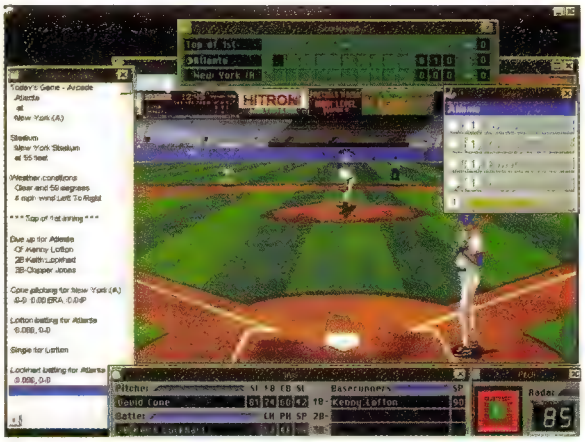
Front Page Sports Baseball Pro '98

The most ambitious sports game on the market finally gets it right

It's about time they made this thing work. When the 1996 version of *Front Page Sports Baseball* was released, gamers were up in arms over the program's obvious bugs (and some of the reviews, including ours, took Sierra to task for them). While patches fixed some of the major problems, it remained a program with a lot of potential but sloppy execution.

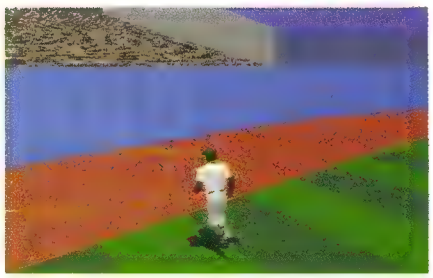
For 1998, Sierra has concentrated on making the game actually work as advertised, and offered little in the way of new features, outside of some simulation and interface tweaks and support for interleague play (its low price reflects this). Perhaps this is how it should be for these yearly sports series – release a new version every two years, and in-between do maintenance releases and add new rosters. With just these minor enhancements, *Baseball Pro 98* is now an essential baseball game, successfully bridging the gap between the arcade and simulation games. With more features than any game on the market, it's as close to baseball perfection as anything out there, but remains enough of a mess to make it unlikely to convert its past critics.

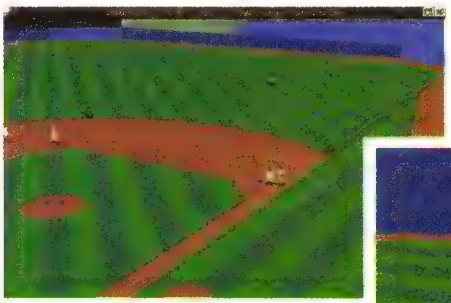
The game is better integrated into Windows 95 this time, but the interface remains user unfriendly. While the multiple-windowing batter-pitcher interface is functional (albeit visually unappealing), the statistics windows are all fixed in size, and use a tiny screen font that's tough to read at anything beyond 640x480 resolution. It's still too difficult to sort and view the information you need – the interface team needs to use *Excel* for a while and copy that interface.



[top to bottom]
The batter-pitcher interface is beyond cluttered, but provides a lot more information than any other game on the market

Using a different camera view than the default shows off the respectable graphics





The graphics during actual play look so tiny that you can't make out the detail. If you zoom in with the replay function, you can actually see that the animation is pretty impressive

All of the interesting stuff comes in the simulation mode. While the new "Fast Sim" mode isn't, it's still an improvement over the regular game simulation times – people have died trying to simulate a full 28-team, 162 game season with this game. Out of the box, the game is set on hyper-offense, with 60 home-run seasons being too common; however, Sierra has followed the current fashion and made the game incredibly user-configurable, with an editable PB.INI file that can be altered to change almost all of the parameters the game uses. Sierra should have tuned the base setup better, but web sites have already stepped in and are flooded with alternate configurations – the best can be found at the *Internet Baseball League*, www.toltbbs.com/~tjkraz/ifbl/. A new Remote Manager helps facilitate the creation of online leagues, and while it's a bit difficult to use, it does generate the results in HTML code.

While the arcade mode won't give EA Sports the cold sweats (though it is above average), the on-field representation of baseball is the best of what's currently on the market. Players pretty much behave as they do in real-life, throwing balls to the right bases and hitting cut-off men. (With the exception of an odd propensity for runners to tag-up from first and get thrown out at second. This could be due to parameters altered in the PB.INI file.)

However, the simulated games aren't as life-like as other games out there, because *Baseball Pro* uses a physics, rather than stats-based, engine to reproduce games. Since no one's managed a perfect replica of the real world on a computer, you can expect some statistical anomalies. This problem is solved if you create leagues with randomly generated players, which also makes the game more challenging because it forces you to scout the teams, rather than relying on your own knowledge of the individual players' performance.

Overall, *Baseball Pro 98* has the most features in any baseball game – its career mode is alone worth the price of admission. It still has some quirks and an occasional crash bug, but nothing near the problems its previous incarnation experienced. The new interface is barely an improvement, and it's still ugly, but overall *Baseball Pro '98* has started to live up to its potential. While it's true this is really the game *Baseball Pro 96* should have been, any hardcore baseball *grognard* can't deny this is still the game they'd design. With a bit more work on the arcade game, plus a few more tweaks to the simulation engine, this will be the only baseball game anyone needs to own. *–Steve Bauman*

★★★★☆

Front Page Sports Baseball Pro '98
Sierra • www.sierra.com • Requirements: Windows 95, 60MHz Pentium or higher, 16MB of RAM, 2X CD-ROM • Multiplayer: None

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PGA Tour Pro

Playing with the pros

The shelves are suddenly filled with new golf sims, the latest being EA Sports' *PGA Tour Pro*. The *PGA* series has always distinguished itself by offering a chance to simulate PGA tournaments, featuring a leaderboard of PGA tour pros. *PGA Tour Pro* continues this tradition, adding some features such as Internet play to keep it competitive with the current crop of golf games. How well it competes is a matter of how much you want to play with and against PGA players.

Surprisingly, *PGA Tour Pro* bucks the trend of offering a large selection of game types. Only four types of game play are allowed: stroke, skins, shoot-out, and tournaments (only stroke play for tournaments). No best ball, no scrambles, not even standard match play is offered. One can choose from 13 pros to play with/against, each with his unique recorded reactions. The standard tri-click swing interface is utilized (click to start the swing, click to select power, click again to affect accuracy); while it works about as well as any tri-click, it lacks the feeling of control of the superior mouse-swing interface introduced by *Front Page Sports: Golf*. It is fairly easy to master and, once mastered, "perfect" shots are fairly routine. The ball physics are pretty good, although there are some quirks (*e.g.*, a well hit drive in the middle of the fairway will land, bounce once or twice and then stop dead, with absolutely no roll). Internet play is provided with a dedicated server system that is a button click away; play on the 'net appears to be smooth and problem free.

The graphics are a mixed bag. The courses appear to be constructed with photographs, resulting in very pretty views. However, they appear flat and two dimensional; there is no feeling of depth. The perspective seems to be off, with 275 yard drives looking as though they have only traveled about 75 yards. There are some animated objects, such as fluttering flags and moving water; however, these are not well integrated into the course views, with the computer drawn objects appearing pasted on to the photorealistic courses. The video-captured golfers are a nice touch and the wide choice of PGA tour golfers provides variety in your playing partners. The "snap-to-lie" option, which switches the view to a head-on perspective of the ball as it lands, is something that all golf sims should incorporate.

The true *raison d'être* for *PGA Tour Pro* is its simulation of PGA tournaments, and thus the game should be judged on how well it executes this subject. Again, the results are mixed. On the surface, the tournament mode appears to be everything one could wish for. A dynamic leader board with over 50 tour pros is presented and, if you choose to play a full four round tournament, you will have to make the cut to play the final two rounds. An announcer comments on your (and your partner's) play, usually with very appropriate remarks. The crowd sounds add to the atmosphere with groans and cheers. Trying to catch the leaders can be exciting and adds pressure to short par putts.

But for a game whose true distinction is simulating a professional tournament, some of the details that could have made this a great game are missing. The leaderboard is filled with PGA tour pros, but most of the top names, such as Norman, Woods, Mickleson, Couples, Lehman, etc. are missing. For some reason the rest of the field stays a minimum of about six holes ahead of your group. The announcer is always stating that you are on the previous hole (*e.g.*, "Moving on to the 17th hole" when you are on the 18th). And the feature that most destroys the illusion of participating in a PGA tournament: no gallery. Yes, you hear them cheering and moaning, yet the course is completely isolated, save you and your partner. Having seen in *British Open Championship Golf* how much the gallery adds to the tournament atmosphere, the deserted courses in *PGA Tour Pro* look like the golf equivalent of ghost towns.

PGA Tour Pro is an ambitious effort, filled with bells and whistles. It's the only sim that will allow you to play a skins game against, say, Fuzzy Zoeller, Tom Kite, and Peter Jacobson. In the end, however, while this game attempts much, and can be a lot of fun, it excels at little. -*Jeff Lackey*

[clockwise from the top]
The Target Arc displays the projected ball flight path

This putt looks straight (heh heh)

The leaderboard shows your progress (or lack thereof!)

No guts, no glory!

The results of a nice approach shot

★★★☆☆

PGA Tour Pro

EA Sports • www.easports.com • Requirements: Windows 95, 90MHz Pentium or higher, 16 MB of RAM, 4X CD-ROM • Multiplayer: 2-4 players, Internet, LAN, modem

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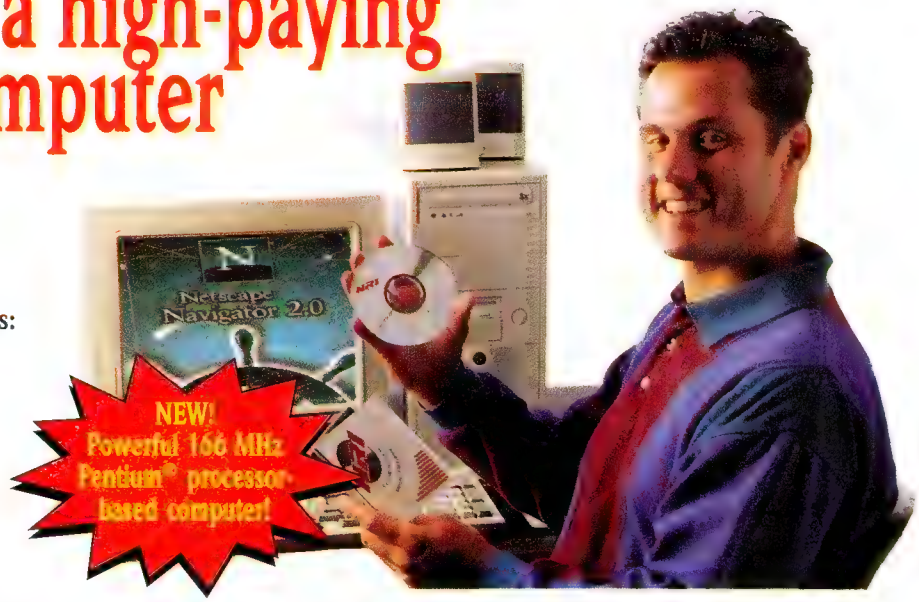

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Front Page Sports: Golf

A breakthrough in PC golf sims

For you hard-core computer golf aficionados who believe there is only one golf sim worthy of your hard drive space (*Links LS*), be prepared for a very pleasant surprise. Sierra's *Front Page Sports: Golf* is a true breakthrough in the PC golf. While most advances in golf sims are focused on sound and graphics, *FPS: Golf* has done what the like-minded *SimGolf* failed to do; revolutionize the swing interface. In doing so, it has likely changed the face of all golf games to come.

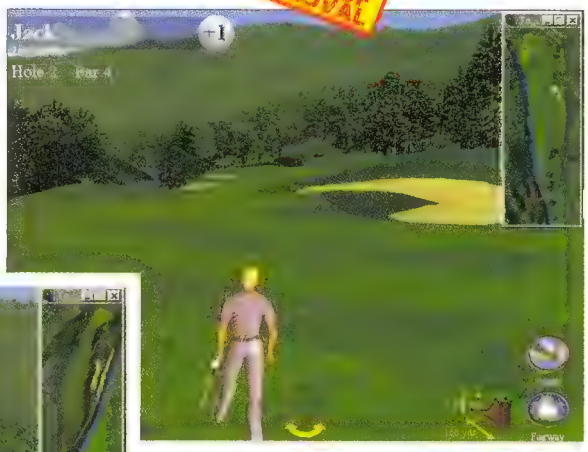
[clockwise from top]

Surveying a difficult approach shot

Keep it left!

Another drowned golf ball

A pretty but tough hole



FPS: Golf comes with three courses: The Prince in Hawaii, The Pete Dye in West Virginia and, for a limited time, Coeur d'Alene in Idaho, each one distinctive, presented in beautiful, detailed graphics, accompanied by a nice variety of ambient sounds. The players are represented as polygons, with the ability to customize hair color, skin color, clothes colors, male and female. There is a nice system for generating computer opponents with customized abilities, including a clever feature which allows the computer players to learn and get better as they play. The computer AI is generally OK, although it occasionally makes some dumb decisions, such as chipping away from the flag rather than simply chipping over an intervening bunker. In addition, one can sometimes watch a player stand on top of water to make a shot (not even Tiger Woods can do that… yet). Twelve golf variations are included, such as Skins, Medal, Match, Stableford, Scramble, etc. While the ball seems to roll a bit more than natural through the rough, the ball physics appear to be excellent – the ball bounces and behaves like a real golf ball should.

OK, great graphics, nice variety of game variations… sounds like just another golf sim. But what sets it apart from other golf sims is its method of controlling the swing. Aside from *SimGolf*, golf games on the PC use some variation of the "tri-click" method: click to start the swing, click when the indicator hits the desired spot, click at the line or dot at the bottom of the swing indicator. Get the timing right and one is guaranteed a perfect shot. Gamers exchange charts telling which dot to click to chip or putt a given distance. *FPS: Golf* changes that; in the place of the venerable tri-click (which is included as an option), the player can use the Trueswing interface, in which the golf club on the screen moves as the user moves the mouse. Pull the mouse back for the backswing, move it forward for the downswing. Let the club face come across the ball left to right and you slice. Swing hard (move the mouse quickly) and you'll hit the ball further, but, just as in real life, the harder you swing the more difficult it is to control it. While it feels as awkward as it sounds when you first try it, the more you use it, the more you feel like you're really swinging the club. Soon you will find yourself trying to finesse shots by feel, poking a four iron low to get out of the woods, gently knocking a chip onto a sloping green. Putting is suddenly a matter of touch rather than clicking on a particular dot on a swing meter. It just *feels* like golf in a way that no other golf sim duplicates.

The other area where it excels is in its multiplayer options. Internet, modem, and LAN play is available, allowing large groups to play together. Sierra's SIGS site is free, accessible by a single click within the game, and provides a pool of human opponents.

The game is not without its faults. There is a leaderboard bug many have reported, a ball landing on a cart path is considered a stroke penalty (rather than the free drop it should be), and there are a few other minor items that need tweaking (Sierra is working on a patch that should be out by the time you read this). And the screen shots from the upcoming *Links LS 98* look like they will surpass *FPS: Golf*'s graphics. But if you want a game that is unsurpassed in making you feel like you're playing golf (and isn't that what golf sims are all about?), nothing is on a par with *Front Page Sports: Golf*. *–Jeff Lackey*

★★★★☆

Front Page Sports: Golf

Sierra • www.sierra.com • Requirements: Windows 95, 60MHz Pentium or higher, 16MB of RAM, 2X CD-ROM • Multiplayer: 2-64+, Internet, LAN, modem

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GURPS redux

I just read the interview with Steve Jackson in the latest issue of *Computer Games Strategy Plus* [*CGS+ 80*] and I feel compelled to write. As with many creative projects, there are creative differences, and in this case this is the crux of the issue.

I have a lot of respect for Steve, as he's a brilliant game designer, but we just didn't all agree as to where we wanted to take *Fallout* artistically. It was nothing malicious or ill-intentioned.

However, I did take exception to the a couple of his comments that I felt were unwarranted and inappropriate. I pride myself on making myself available to just about anyone in the industry and would never refuse to take his calls. I was the one at the end who intervened and tried to fix the situation, so I'm disappointed to see his feelings on this. And the comment about shooting people in the head was very unprofessional, and I believe helps one to understand the difficulties we had in managing a professional relationship with Jackson Games.

No doubt there will be a *GURPS* game at some point that is close to Steve's vision and I'm sure it will be successful. We have moved in a different direction with *Fallout*, and I think people will like the dedication and hard work that Tim Cain (the producer) and Feargus Urquhart (the division leader) have put into it.

Brian Fargo
Founder and CEO
Interplay Productions

The multiplayer fallacy

It seems we struck a chord with the Upfront editorial in the August issue. [*CGS+81*] *Almost all of the responses agreed that single-player gaming should not be overlooked in the rush toward a multiplayer future. (It's currently running about 30-1 pro single-player.) Here's a sampling of both sides of the argument.*

I am entirely in agreement with Steve Bauman's August editorial. Having tried them, there are few things I'm less interested in than online games. Now, multiplayer gaming *per se* isn't a bad thing, but the distinction to be drawn between a game played between people who know one another and one that is not. Online gaming falls pretty squarely in the "not" category, and I for one can't see how anyone can get any more excited about slogging around in the underworld with some thirteen-year-old from Sarasota than he would about simply walking down the street and inviting the first three people he meets to share in a round of Bridge. I mean, I like blowing bloody hell out of my friends as much as the next guy, but the same act carried out against strangers just leaves me flat. Call me perverse.

The point is I'm a gaming recluse by nature, as I suspect many computer gamers are. I like my games best in the single-person, where they remain completely under my control. I determine when they begin and when they end, how quickly they proceed, and whether I'm going to face up to the fact that I just got my butt kicked by a mediocre AI routine or restart a saved game instead. I like to savor my games and experience them – to marvel not only at the "funness" of the game, but also the design, the artwork, the sound and music – you name it. In that sense, we gamers (by which I mean gamers like myself, of which I suspect you, dear reader, are one) form a kind of intimate family with those who produce the games – the producers put their hearts and souls into their games, and we, much more than simply playing the product, find great satisfaction in our admiration of the artists' talent and ingenuity (or disgust at their ineptitude, as the case may be). We come back to them again and again just to, as it were, be in their presence and feel one more time the joy of that ineffable thing we call " the experience."

Anyway, great magazine. Great staff. 'Nuff said. (But tell Steve I doubt rather seriously his claim about there being one-dimensional trees in *MDK*. Two dimensional, maybe).

Jim Newland
Santa Clarita, CA

Arrrgh. Enough with the trees. It was an, uh, typo. Yeah, that's it. It's the editors fault. –ed

Thanks for your lucid and much-needed editorial on the rise of online gaming.

I am quite prepared to admit to being a deeply anti-social individual, at least as far as my leisure pursuits are concerned. I spend all day schmoozing with people I don't necessarily like, and when I get off work I frankly enjoy my own company. I certainly don't want to have to put up with the kind of arrogant cretins one meets online (many of them perfectly nice people in the real world who think that hiding behind a screen name makes it OK to be utterly obnoxious).

It was timely that your editorial on this subject appeared in the same issue as a letter bemoaning assaults and harassment in *Meridian 59*.

Paul Holmes
Via Internet

I think you're wrong about multiplayer gaming. The majority of all games have been multiplayer. It's only been in the last ten years or so that computers have allowed people to play so many different games solo. It's unfortunate that so many people are playing alone and think it's the best way. I agree the current online state needs improving.

To me multiplayer is essential. I was looking forward to the release of *Red Baron II* until I saw it lacked multiplayer capability. I'll probably not buy it now. With so many good games out any little flaw or lack of capability excludes them from my book.

Also in your preview of *Age of Empires* you mention a unit limit of fifty. Yet on the cover there are over one hundred red units. Is the fifty wrong or is the front cover PR "enhanced?"

Don Scanlon
Seattle, WA

We took some artistic license with the cover image in order to make it more dramatic. –ed

Reviewing the reviews

I just received and read my third copy of *CGS+*. Good magazine. I particularly enjoy the insightful reviews that truly hold nothing back. I actually became enraged with the Interstate '76 review until I took a step back and removed myself from the brainwashing accolades its been given by other magazines. You know something? You do have a point…

Don't let let your meat loaf.

Michael King
Via Internet

The angry Apple

First of [*sic*] I would like to say I hate your crappy Windows mag!!! I got your losy [*sic*] magizine [*sic*] cuz [*sic*] I thought it was for Macs. All PCs are frekin [*sic*] crap eaten [*sic*] comuters [*sic*] that have the same technology as the Apple II. Windows 95 has the same features as my Mom's 10 year old Mac! Windows are stone age machines!

If you think those crapbust [*uh, huh?*] joints outrun a Mac your [*sic*] crazie [*sic*]! Death to all Mac88 users.

Margaret Murray
Via Internet

We have to agree with you. Windows are stone-age machines. Their evolution has been stunted. We still have to manually lift them, and aside from the advent of safety glass, has the technology really progressed? We just returned from looking at the latest in storm window technology, and boy were we impressed. See our report next month. –ed

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Letters may be edited for space considerations

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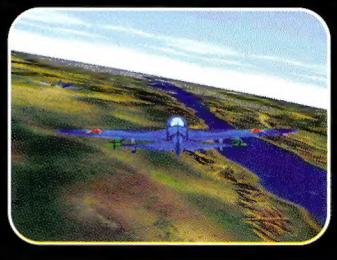

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